BuzzEdit® V2

User's Manual

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BuzzEdit® 2.0 User Manual for Windows®.

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Printed and bound in the United States of America.

Welcome

On behalf of all of us at Buzz Tools, I am pleased to introduce to you version 2 of BuzzEdit®, our embroidery design editor.

With version 2, BuzzEdit® has some new surprises in store. We've added an array of new tools that make it even easier to enhance and manipulate your embroidery designs, such as digitizing, automatic design splitting for multiple-position hoops, design slicing, alignment stitches and basting. In addition, we have improved the BuzzEdit® environment by including background colors and graphic, realistic stitches, enhanced multi-hoop support and an adjustable grid. Whatever embroidery editing task you have in mind, we hope BuzzEdit® V2 will inspire you to new heights of creativity.

We appreciate the support and feedback we have received from our users who have helped Buzz Tools to develop software that meets the needs of the home embroidery hobbyist. Since we started in 1997, Buzz Tools has grown from a small part-time software company to an international software provider with over 50,000 users worldwide.

From the whole Buzz Tools team, I want to thank you for choosing BuzzEdit®. We're happy to welcome you to the Buzz Tools family and to BuzzEdit® version 2.

Lisa A. Laufer
Home Embroidery Hobbyist
Founder and Chief Executive Officer of Buzz Tools, Inc.

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Introduction

With BuzzEdit® you can easily edit the stitch-based designs in your embroidery design collection, doing anything from simple color changes to more complicated operations with an ease you have come to expect from Buzz Tools® programs.

BuzzEdit® works like a text editor in that you read in a file, make changes to it and save out the file. Of course, it works on embroidery design files rather than text files. BuzzEdit® can read and write most stitch-based home embroidery file formats and can import a number of condensed, or object-based embroidery file formats.

NOTE BuzzEdit® saves only stitch data – not object data. When a design containing both objects and stitches is saved in BuzzEdit®, the object data is lost. For example, if you draw a circle in Layout & Editing (part of Brother®'s P.E. Design) and save it, the PES file will contain both an object definition for the circle and the circle's stitches. Now you edit the PES file with BuzzEdit® and then read the file back into Layout & Editing. You will see the stitches of the circle, but you will no longer be able to modify object properties of the circle such as fill style or line width.

What can I do with BuzzEdit®?

With BuzzEdit® V2, you can create and edit embroidery designs. You can create new embroidery designs and shapes using the provided digitizing tools. These tools allow you to create outlines, filled shapes, columns and holes.

You can also make simple changes, such as modifying design colors or resizing and rotating designs. But that's just the beginning. The patented Stitches-in-Time® display of BuzzEdit® shows your design as it is stitched out over time. It makes it easy to select different elements of

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your design, whether the element comprises a complete color break or just a portion of one. You can then manipulate the element independently from the rest of the design.

BuzzEdit's Stitches-in-Space tools allow you to move, resize, mirror, rotate and stretch elements in any conceivable way. The insert and move stitch tools allow you to insert and move individual stitches. And of course, you can cut and paste elements to merge parts of different designs together.

In addition, BuzzEdit® gives you layout capabilities for extra-large designs. BuzzEdit® allows you to create extra large design areas for jumbo designs comprised of more than one design file or design section. These designs might fit into one of the supported embroidery machine's multiple-position hoops or one of the supported Giant Hoop-it-All® hoops, or the design may require re-hooping the fabric by hand. The powerful BuzzEdit® auto-hooping tool splits oversized designs to sew in your embroidery machine's multiple-position hoops.

What's New in Version 2?

Some of the new features in this version of BuzzEdit® include the following:

- Automatic design splitting for multiple-position hoops.
- Slice tool for manually cutting designs into sections for multi-hoops or other uses.
- Graphics may be displayed in the background and printed with design placement marks, allowing you to create mixed medium embroidery creations.
- Digitizing tools for adding outlines, columns and other shapes.
- Automatic creation of basting stitches.
- Automatic creation of alignment stitches.

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Chapter 1 - Getting Started

Before you use BuzzEdit®, you must install it onto your computer's hard drive. This chapter include

In this chapter:

- Learn how to install BuzzEdit® and set your computer to high color.
- Learn how to start BuzzEdit®.
- Find out how to trouble shoot BuzzEdit® if you have problems installing or starting the software.
- Find out about software registration.
- Learn how to get technical assistance.
- Find out how to un-install BuzzEdit®.

Installation

System Requirements

- Microsoft Windows 95 or later
- 16 MB RAM
- 16 MB available hard drive space
- Colors set to 256 Colors or better
- Resolution of 640 by 480 pixels or greater.

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Install BuzzEdit® from Installation CD

To install BuzzEdit® onto your hard drive:

1. Place the BuzzEdit® installation CD in the CD-ROM drive. Wait a moment for the CD to settle down in the drive.
2. From the Windows Desktop, double-click on the My Computer icon and then double-click on the icon for your CD-ROM drive.
3. Locate the file **Setup.exe** in the root folder of the CD and double-click on it to launch the installation CD browser.
4. From the Installation CD browser, choose the option **Install BuzzEdit**.
5. Carefully read and follow the on screen installation instructions for the software. We recommend that you accept all default installation options and installation folder locations.
6. At the end of installation, the Buzz Tools® program group displays, and a BuzzEdit® icon is visible on your computer desktop. Be sure to check the **BuzzEdit® Readme** file for any late-breaking news.

WARNING The original BuzzEdit® installation CD is required to install or update BuzzEdit®. Do not lose your CD or you will not be able to re-install the program or apply any of the free updates available from our web site: www.buzztools.com. In addition, after changes to your computer hardware, BuzzEdit® may prompt you to reinsert your installation CD. If you are installing BuzzEdit® version 2 as an upgrade, be sure BuzzEdit® version is installed as it is required for BuzzEdit® version 2 installation and authorization.

Install BuzzEdit® from Download Only Purchase

When you purchase a "Download Only" version of BuzzEdit, instructions on where to download the software and how to install it are e-mailed to you. Please follow those instructions to install your software.

NOTE The "Download Only" versions of BuzzEdit are locked to a specific computer with a user specific authorization code.

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Set Your Display to High Color

> **NOTE** Windows XP users do not need to adjust their display settings as they are already running high color mode.

For the best realistic threads display, set you computer to high color.

1. Using your alternate mouse button, click on your computer desktop away from any program icons. Usually, the alternate mouse button is the right mouse button.
2. From the Popup menu, choose **Properties**. The ***Display Properties*** dialog box opens.
3. Along the inside top of the dialog box are tabs that look like file folder tabs. Click the **Settings** tab.
4. In the settings window is a drop down list labeled **Colors**. Set your colors to High Color (16 bits) or True Color (24-bit). If needed, you can adjust your screen area on the same tab. Set your screen area to at least 800 x 600 pixels.
5. Click **OK** to accept your screen settings and restart your computer if directed to do so.

Authorizing BuzzEdit

In order to use BuzzEdit® beyond the evaluation period, the software must be authorized using an installation CD or by entering an authorization code that locks the program to a specific computer.

To Authorize the software:

1. **Start BuzzEdit:** Click the Start button, and then choose **Programs > Buzz Tools > BuzzEditV2.**
2. On the main authorization screen, choose *"I would like to authorize"* and click **NEXT**.
3. Carefully read and follow the on screen instructions for authorizing the software. If you need additional assistance, access the online help by clicking on a **HELP** button.

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Trouble-shooting Installation or Startup

If you have trouble, try the following:

- See the BuzzEdit® V2 ReadMe file, installed in the same folder as BuzzEdit®, for important late breaking information that became available after this manual was completed.
- Make sure your computer meets the minimum system requirements listed at the start of this chapter.
- **CD-ROM Installations ONLY:** Check the back of the installation CD and clean off smudges or fingerprints with a soft cloth, if required.
- Exit from all other applications and disable any virus-protection applications before installing.
- Restart your computer, and then restart BuzzEdit®.
- See if technical documents exist that address the problem you are having. All technical documents are freely available on the Buzz Tools web site (http://www.buzztools.com/answers).

Register!

Please register your software so that Buzz Tools, Inc. can continue to provide you with the highest quality software, offer technical support, and inform you of new BuzzEdit® developments. Fill out and return the warranty registration card included with your software.

Getting Assistance and Help

This guide takes you through the basics of working in BuzzEdit®. For information on specific tools and commands, see the comprehensive online Help available from within BuzzEdit® (**Help > Contents**). In addition, you can read online Help screens at any time by clicking a **Help** button.

This guide assumes you have a working knowledge of your Microsoft® Windows operating system and its conventions, including how to use a mouse and standard menus and commands. For help with these techniques, please see your Microsoft® Windows documentation or a beginning Windows book which can be purchased at any computer store.

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Video Tutorials

Numerous video tutorials have been provided to speed your learning of BuzzEdit®. To access the video tutorial menu, choose **Help > Tutorials**. If your software was installed from a CD, you will be prompted to insert your installation CD where the tutorials are located. If your software was delivered by download-only, your web browser will open to the Buzz Tools web page where you can download the Video Tutorials onto your computer.

Technical Support

If you are having difficulties with BuzzEdit® please:

- **Read your manual and online help carefully.** Most of your questions can usually be answered in this way.
- **Contact your local dealer.** If your problem is not addressed in this manual, you can contact your local Buzz Tools® dealer for advice.
- **Install the latest update.** If you computer is connected to the Internet, choose **Help > Check for Update**. BuzzEdit® automatically looks for program updates and asks you if you would like to install them.
- **Visit us on the web.** Check our online answer pages at: www.buzztools.com/answers. If you don't find an answer to your question here, you may E-mail our technical support staff from the link provided.
- **Write Us:** Send us a detailed description of your problem or question. Be sure to include what version of BuzzEdit® you are running and the details about your computer configuration (type of computer, type of printer, operating system, etc.…) Include your complete address, fax number, and telephone number along with the best time to contact you.

  Mail to: Buzz Tools, Inc.
  Attention: BuzzEdit® Support
  Ste 4 PMB 410
  2145 San Ramon Valley Blvd
  San Ramon, CA 94583.

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Remove BuzzEdit®

To remove BuzzEdit® from your hard drive do the following:

1. From the Windows Start menu, select **Settings > Control Panel.**
2. From the control panel, double-click the Add/Remove programs icon. The ***Add/Remove Programs Properties*** dialog box opens.
3. Using the scroll bar, locate the program name **BuzzEdit® V2** and click on it to select it.
4. Click **Add/Remove….**
5. On the Confirm File Deletion dialog box, click **Yes**.

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Chapter 2 - BuzzEdit® Basics

We know you are anxious to get started using the powerful features of BuzzEdit®. But before you begin, it is important for you to become familiar with the BuzzEdit® workspace as it has many unique features and tools.

In this chapter:

- Get an overview of the BuzzEdit® workspace.
- Learn how to zoom in the various windows.
- Learn how to select stitches in the various windows.
- Learn many of the terms used in the rest of the manual.

The BuzzEdit® Workspace

When you start BuzzEdit®, you are presented with the *BuzzEdit Welcome* dialog box, which lets you open an existing design or start a new design. After you select one of these options, you see the main application window, which is called the *BuzzEdit® workspace*. The BuzzEdit® workspace displays your design in three different windows, each presenting a different view of your design (**Figure 2-1**). They work

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together to allow you to select and manipulate runs of stitches. Although you have three separate views of your design, you are still only working on one design per workspace.

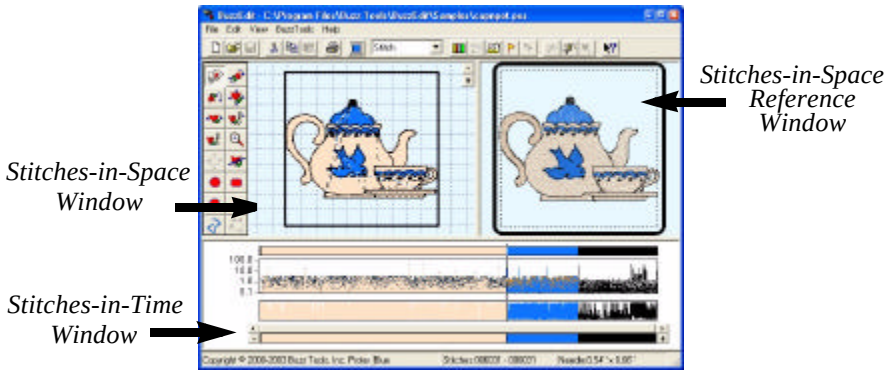
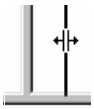


Figure 2-1 *BuzzEdit® Workspace.*

You can change the relative size of the three windows by dragging the vertical and horizontal bars separating them.



If you want to work on multiple designs at the same time, you can open several BuzzEdit® workspaces (**File > New Workspace** command). You can cut, copy and paste pieces of designs from one workspace to another.

BuzzEdit® Windows

The BuzzEdit® Workspace incudes the following windows.

Stitches-in-Space Reference Window

The *Stitches-in-Space Reference* window (or Space Reference window) is the visual reference for your design and it allows you to see how your design will look when sewn (**Figure 2-2**). The Space Reference window shows the entire design, even when only a small area of the design is

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shown in the Stitches-in-Space window. The area of the design that is currently being displayed in the Space window is surrounded by a dotted line.

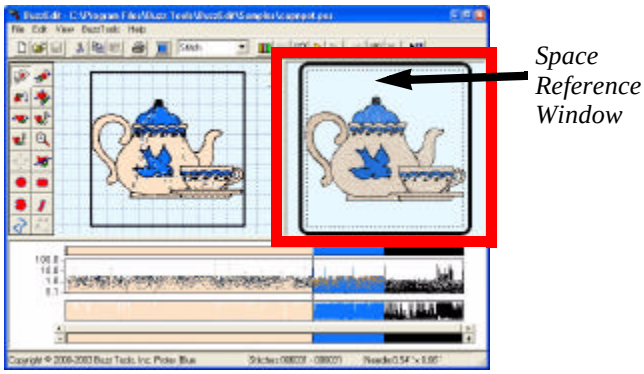


Figure 2-2 *Use the Space Reference window as a visual reference for your design.*

Stitches-in-Space Work Window

The *Stitches-in-Space Work* window (or Space window) is the spatial work area. It contains tools for manipulating your design in space, such as tools to move and rotate along with tools for creating stitches. (**Figure 2-3**).

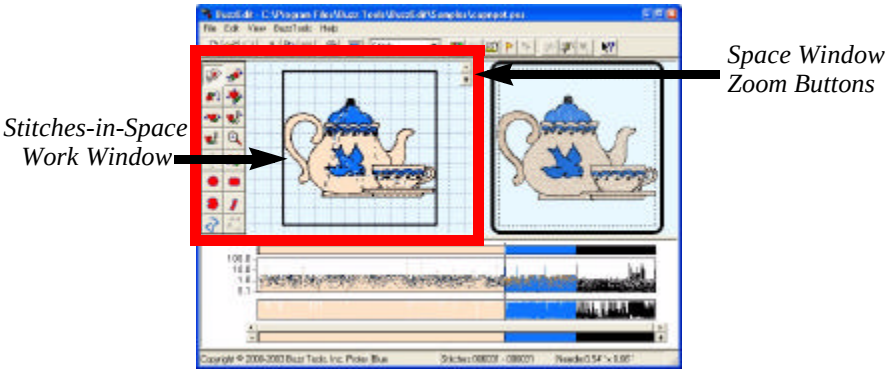


Figure 2-3 *Use the Space window to manipulate the selected stitches in your design. If you have zoomed into an area of the design, only the zoomed in area will display here.*

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Zooming In Space

You can use the scroll bars on the Space window to move the area of the design that is displayed. The zoom buttons located in the upper right corner of this window cause the current selection to zoom in or out.

In addition, you can use the Space Reference window to zoom in on a portion of the design in the Work window. To zoom in, hold down the primary mouse button, which is usually the left mouse button, and drag out a rectangle around the region of interest (**Figure 2-4**).

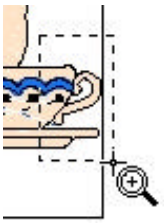


Figure 2-4 *Zoom in on a portion of the design.*

Stitches-in-Time® Window

Along the bottom of your workspace is the patented *Stitches-in-Time® Window (or Time window)* which shows your design as it is stitched out in time (**Figure 2-5**).

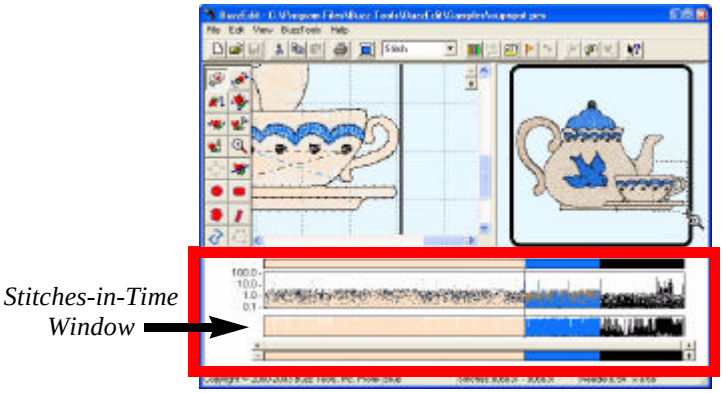


Figure 2-5 *The Stitches-in-Time window displays the stitches of the design horizontally from the first stitch to the last.*

The Time window allows you to analyze various aspects of your design, and gives powerful and easy ways to select various areas of your design. Horizontally, the stitches are displayed from left to right in the order in which they are sewn. Various properties of the stitches are displayed in the form of graphs.

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Zooming In Time

Drag along the very bottom of the Stitches-in-Time® window (the Time Reference bar) to zoom in on an area (**Figure 2-6**).

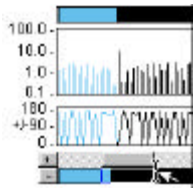


Figure 2-6 *Zoom along the reference bar to zoom in on an area.*

Once you have zoomed in on a subset of stitches, you can use the scroll bar to move forward and backward in time and change what is displayed in the Stitches-in-Time® graphs. The scroll bar button indicates which stitches in the Reference bar are displayed in the other Time graphs. Scrolling the Time window does not change what is displayed on the Stitches-in-Space windows.

Stitch Selection

Before you can use BuzzEdit® to modify a design, you must first select the stitches you want to modify. For example, if you want to change the first color in your design from blue to red, you must first select the stitches contained in the first color break.

In BuzzEdit®, a selection always consists of one or more *consecutive* needle points and stitches. Your selection can be anything from a single needle point (does not include the associated stitch) to the entire design. The last needle point of your selection is called the *stitch cursor*. The stitch cursor can be found in both the Space and the Time windows. Any stitches created or inserted into your design, will be inserted after the stitch cursor.

NOTE The BuzzEdit® workspace contains only one selection at a time, regardless of whether you use the Work window or the Time window to make your selection. Once made, the selection is highlighted in the both windows.

Using the Space Window to Select Stitches

When you first open a design in BuzzEdit®, the Space window displays your design in color and selects the first starting needle point only (note, no stitch is selected, only a needle point).

Selecting Multiple Stitches. You select an area of a design in the Space Work window with Lasso tool.

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Click on the **Lasso/Move** tool button in the Space toolbar to activate the lasso tool. Position your mouse in the Space window outside of any previous selections and then draw a lasso around the area of interest. BuzzEdit® selects the longest run of contiguous stitches within the lassoed area, which often turns out to comprise just the element you want to select (**Figure 2-7**).

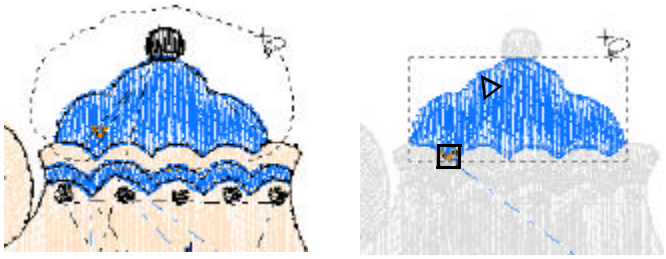


Figure 2-7 *Drag around an area (left) to select the longest contiguous run of stitches (right).*

After you select some of the stitches in the design, the selected stitches are shown in color, whereas the unselected stitches are shown in a faded *ghost color*. A selection indicator is drawn around the entire selection and it highlights the current selection in the Space window.

The first and last needle points of the selection are also marked. The first selected needle point is marked with a small box. The last selected needle point, the stitch cursor, is marked with a small triangle pointing in the direction of the last stitch.

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If the area selected is not what you need, you can use the **Select Next Lassoed** button located on the main toolbar (or press **Ctrl + L**) until the run of desired stitches is selected (**Figure 2-8**). This command is also available from the Edit menu.

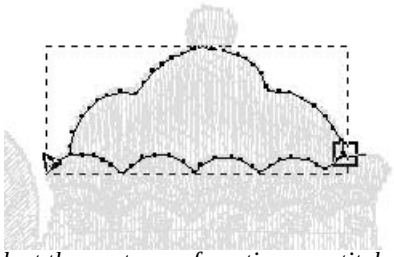
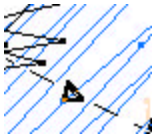


Figure 2-8 *To select the next run of contiguous stitches, click the Select Next Lassoed button or press Ctrl + L.*

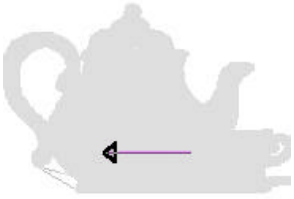
Selecting a Single Needlepoint You can select a single needle point in the Space window by clicking on or near the needle point with the Lasso tool. If the wrong needle point is selected, click the **Select Next Lassoed** button until the desired needle point is selected, or use the left and right arrow keys to move forward and backward needle point by needle point.



When a single needle point is selected, all of the stitches are drawn in color in the Stitches-in-Space window. The selected needle point, the stitch cursor, is highlighted with a small triangle.

Selecting a Single Stitch To select a single stitch using the Space window, first select a needle-point and then press Shift + Right Arrow.

If only a single stitch is selected, you will see the stitch followed by its needle point. This is the stitch cursor and it is marked accordingly with a small triangle. Because only one needle point is included in the selection, the box indicating the first needle point and the selection indicator are not displayed. This allows you to see the stitch clearly against the other stitches, which are now displayed in ghost color.



Single stitch selected.

When you have only one stitch or needle point selected, you can move forward and backward in your design by using the arrow keys.

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Using the Time Window to Select Stitches

The Stitches-in-Time window is made up various graphs which display some of the properties of the stitches (**Figure 2-10**). From top-to-bottom the Time window is composed of the *Stitch Color bar*, the *Stitch Length graph*, the *Stitch Angle graph*, the *Time Scroll bar***,** and the *Time Reference bar.*

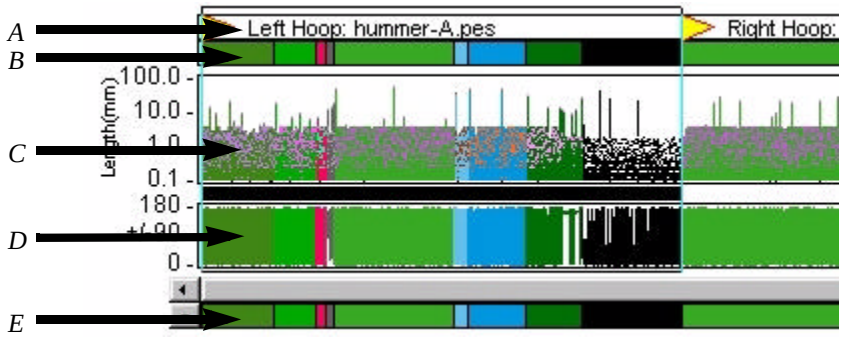


Figure 2-10 *Stitches-in-Time Graphs*
A - Multiple Section Bar; B - Stitch Color Bar; C - Stitch Length Graph; D - Stitch Angle Graph; E - Time Reference Bar

You select stitches in the Stitches-in-Time® window by dragging the mouse horizontally across the desired stitches. The selection is highlighted with a pair of vertical lines delimiting the selection. Depending on which graph the mouse cursor is in when dragging, the start and/or end of the selection may “snap” to particular stitches. You don’t need to restrict your dragging to one graph as you are free to start dragging in one graph and end in another.

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Selecting Complete Colors

The Stitch Color bar shows the thread colors of your design in the order in which they are sewn. The length of each color bar is proportional to the number of stitches in the color break.

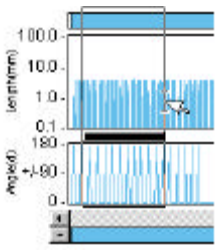


Figure 2-11 *Drag along the graphs to select stitches.*

When the mouse is clicked or dragged on the Stitch Color bar, the selection will "snap" to the nearest color break, making it easy to select a complete color break (**Figure 2-11**). You can also select a color by double-clicking on its thread color on the Stitch Color bar.

Selecting between Long Stitches

Using the Stitch Length graph, you can easily see the length of your stitches. Each stitch is displayed as a vertical line whose height is proportional to the length of the stitch. The longer the line, the longer the stitch. Depending on the number of stitches shown, the vertical lines may touch each other. [The top of each vertical line is marked with a dot so that short stitches can be detected even if the lines touch.]

To see the individual stitches you may need to zoom in on an area of the Stitch Length graph (see "Zooming In Time" on page 21).

Select by Double-Clicking Long stitches, such as jump stitches, stand out on this graph and appear as vertical spikes. To select between any two long stitches, just position your cursor between two long stitches and double-click (**Figure 2-12**). Your selection will snap to these boundaries. And since long stitches generally delimit different elements within your design, the Stitch Length graph makes it easy to select different individual elements of your design.

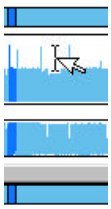


Figure 2-12 *Cursor is in position ready to select a run of stitches by double-clicking.*

Select by Dragging You can also select a run of stitches in the Stitch Length graph by dragging the mouse cursor horizontally. As long as you stay within the Stitch Length graph, each boundary of the selection will snap to the next stitch that rises above the vertical position of the mouse cursor. Thus, by positioning the mouse cursor above the majority of

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stitches in this graph but below the long stitches (shown as vertical spikes), you can easily select a run of stitches between any two long stitches. In general, this is a great way to select a distinct element of your design.

Selecting by Type of Stitch

The Stitch Angle graph makes it easy to analyze your stitches and to select a run of a specific type of stitches. Each different stitch type – running, zigzag, satin, etc. - has a characteristic appearance in the Stitch Angle graph. When you are editing your designs, look for other patterns that may indicate a change of stitch type.

To see the details of the stitch type, you may need to zoom in on an area of the Stitch Angle graph (see “Zooming In Time” on page 21).

Select by Dragging Select a run of stitches in the Stitch Angle graph by holding down the primary mouse button and dragging the mouse cursor horizontally along the graph. Base your selection on the appearance of the graph. For example, to select a run of satin stitches look for a region where the run of stitches hug the top of the graph and then select those stitches by dragging the mouse across them.

Stitch Appearance	Probable Stitch Type
	**Bean Stitch** - A run of bean stitches tend to have a very regular pattern, alternating back and forth.
	**Fill Stitch** - A run of fill stitches tend to vary back and forth in a regular pattern.
	**Running Stitch** -A run of running stitches tend to hug the bottom of the graph.
	Satin Stitch - A run of satin stitches tend to hug the top of the graph.

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Selecting by Hoop or File Section

When you are editing a design made up of multiple hoops or files, your Stitches-in-Time® window displays the Multiple-Section bar which is positioned above all the other time graphs(**Figure 2-13**). It delimits the individual sections that make up your current design and is *only* displayed if your design is made up of multiple sections. The sections that make up your complete design are displayed in the Stitches-in-Time® window in the order in which they are sewn.



Figure 2-13 *When needed, the Multiple-Section bar is shown above the Stitch Color bar.*

Each section starts with a *Section Break flag* and is followed by a description of the section. Sometimes this description is only a file name, but when your design is for a multiple-position hoop the description may also include the hoop position for the specific section. You may need to zoom in on an area of the Stitches-in-Time® window before you can read these descriptions (see “Zooming In Time” on page 21).

Select by Double-Clicking To select an entire section (hoop or file), just position your cursor between two section flags and double-click. Your selection will snap to these boundaries.

You can click directly on top of the descriptive text.

Select by Dragging If you click near the beginning of a section, the selection will “snap” to the beginning of the section. If you click near the end of a section, the selection will “snap” to the very end of the section.

More Information You will find an entire chapter dedicated to multiple-section designs. Please refer to “Multiple-Section Designs” on page 51 for more information on this topic.

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Selecting a Single Long Stitch

To select a single long stitch, first click on the long stitch in the Stitches-in-Time® window (**Figure 2-14**). This will select the first needle point of the stitch. Then hold down the shift key and press the right arrow key to select the stitch itself. You can then travel through the design one stitch at a time by using the forward and back arrow keys.

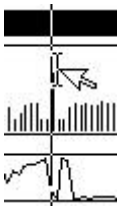


Figure 2-14 *Click near a long stitch to select its needle point.*

Adjusting Your Selection

You can adjust the starting and ending stitches of a selection by using the arrow keys, much as in a text editor.

Desired Action	Do the Following
To adjust the first stitch of a selection (marked by a small box in the Stitches-in-Space window)	Hold down the control key and press the left or right arrow keys. OR hold down the control key and click the mouse in the Stitches-in-Time® window.
To adjust the last stitch of a selection (marked by a small triangle in the Stitches-in-Space window)	Hold down the shift key and press the left or right arrow keys OR hold down the shift key and click the mouse in the Stitches-in-Time® window.
To move to next needle point	Press the right arrow key.
To move to the previous needle point	Press the left arrow key.
To move to the last needle point of the design	Press the end key.
To move to the first needle point of the design	Press the home key. The home needle point is not actually sewn. It is displayed at the top-left corner of the hoop. Positioning the stitch cursor at the home needle point allows you to insert stitches at the start of the design.
To select the next color	Press the tab key.
To select the previous color	Hold down the shift key and press the tab key.

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Chapter 3 - Manipulating Stitches

Now that you have learned how to select stitches, you are going to want to modify them. The changes you make to a design can be as simple as changing a thread color or as involved as improving the sewing of a design.

All of the commands and tools introduced here are covered in the BuzzEdit® online help. Most dialog boxes contain a **Help** button that will take you directly to the information on that command. You will also find instructional videos on your installation CD or on the Buzz Tools website that will teach you how to use BuzzEdit®. For information on how to access the tutorials, see “Video Tutorials” on page 15.

In this chapter:

- Learn how to change the stitch type or color.
- Learn how to cut, copy and paste selected stitches.
- Learn how to use the spacial editing tools to move, rotate, flip, resize or stretch selected stitches.
- Learn how to convert design formats.
- Learn how to change the order in which stitches are sewn.
- Learn how to move stitch points or add new stitches.

Changing Stitch Attributes

One of the most common changes made to a design is to change the stitch attributes of a selection. The stitch attributes that can be changed with BuzzEdit® are stitch type and thread color.

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Change Stitch Type



Use the **Change Stitch Type** drop down box to change the stitch type of the selected stitch or stitches. This is located on the main BuzzEdit® toolbar. You can choose from *Stitch* or *Jump*. Usually, you will use this command to change a single, long jump stitch to the matching stitch type *Jump* (see "Selecting a Single Long Stitch" on page 28). Many embroidery formats treat jump stitches differently than other stitches by either displaying them differently or changing how the stitch is sewn at the machine. Your design will usually stitch correctly even if a few of the stitches are incorrectly typed.

Change Thread Color



Use the Change Thread Color button on the main toolbar (or choose **File > Change Thread Color**) to change the color of the selected stitches. The ***Choose Color*** dialog box (**Figure 3-1**) displays a color palette of all of the available thread colors for the design file type you are currently editing. To change colors, click on the new color and click **OK**. (Or just double-click on the desired color to change it quickly and at the same time close the dialog box.). Alternatively, you can also locate a color using the drop down box where the thread colors are listed in alphabetic order.



Figure 3-1 *Thread color palette of available thread colors.*

If more than one color palette is available for the design file type you are editing, you can change the palette using the drop down box on the Choose Color dialog box.

Basic Editing Commands

BuzzEdit® provides the basic editing commands Cut, Copy and Paste. These commands can be used to move or copy selections to a new Stitches-in-Time® location within the current BuzzEdit® workspace, or to move selections to a different BuzzEdit® workspace.

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Cut Command

The Cut command can be used to move a selection to a new workspace or to a new location in time. The selected stitches are removed from the design and placed on the BuzzEdit® clipboard.



Use the **Cut** button located on the main toolbar (or choose **Edit > Cut**) to cut the selected stitches.

Copy Command

The Copy command can be used to copy a selection to a new workspace or to a new location in time. The selected stitches are copied and placed on the BuzzEdit® clipboard.



Use the **Copy** button located on the main toolbar (or choose **Edit > Copy**) to copy the selected stitches.

Paste Command

The Paste command places a copy of the stitches in the clipboard into current BuzzEdit® workspace. This can be from the same design where the stitches originated or from a different design.

When you paste a selection, it is pasted after the stitch cursor in the Stitches-in-Time® window. Therefore, to change when a selection is sewn, first cut the selection from your design. Then click the mouse in one of the Stitches-in-Time® graphs at the location you wish the stitches to be sewn.



Use the **Paste** button located on the main toolbar (or choose **Edit > Paste**) to paste the stitches into their new location in Time.

When you paste stitches from a different design with a different file type, the stitch colors are converted to match the current palette.

NOTE The Cut, Copy and Paste commands provide one method for changing the sewing order of your design or for duplicating stitches. You can also change the sewing order of your design by dragging selected stitches along the Stitches-in-Time® graphs. Stitches may also be duplicated by holding the Ctrl key when dragging. For more information about dragging selections see “Reorder Stitches” on page 38.

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Build New Designs

Use the **Open > New Workspace** command to open additional BuzzEdit® workspaces in order to copy and paste selections from one design to another or to create a new design using the digitizing tools.

Design Editing Tools

Once you have made your stitch selection, you can use the design editing tools on the space toolbar to move, rotate, flip, resize or stretch the selected stitches. There are also similar tools, accessed from the Tools menu, that provide dialog-based versions of these commands.

Move

You can move your selection using the **Lasso/Move** tool. Your selection can be as small as a single needle point or as large as the entire design.



Click on the **Lasso** tool; then move your cursor into the center of your selection. Drag your selection to the desired location (**Figure 3-2**). If your selection is a single needle point, drag the Space stitch cursor to the desired location. You can also move your selection using specific horizontal and vertical values or offsets (choose **BuzzTools > Move…**). For help on this command, click on the ***Move*** dialogs **Help** button.



Figure 3-2 *Dragging a selection.*

Rotate



You can rotate your selection using the **Rotate** tool located on the Stitches-in-Space toolbar**.** BuzzEdit® allows you to change the center of the rotation. By default, you rotate your selection on its own center. However, perhaps you want to rotate your selection away from another object, or around the center of the design. Move the center of rotation by dragging the cross to the desired location (**Figure 3-3**). The numeric value of your custom

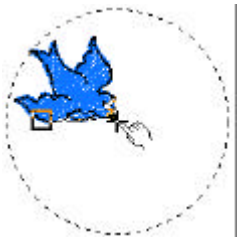


Figure 3-3 *Drag the cross to change the center of rotation.*

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center is displayed on the status bar. The numeric value of the custom center may be a negative number as this is an offset from the center of the hoop.



You can toggle between a custom center and the center of the selection by clicking on the **Custom Center** button located on the main toolbar.

Rotate your selection by dragging the circular boundary of your selection (**Figure 3-4**). The percentage rotation is displayed on the bottom status bar.

You can also rotate your selection using specific values for the degree rotation and the center of rotation (choose **BuzzTools > Rotate...**). For help on this command, click on the ***Rotate Selection*** dialogs **Help** button.



Figure 3-4 *Rotate your selection by dragging the boundary.*

Flip



You can flip your selection using the **Flip** tool located on the Stitches-in-Space toolbar**.**

You can change the center of the mirror during a flip operation. Move the center of the mirror by dragging the cross to the desired location (**Figure 3-5**). The numeric value of your custom center is displayed on the bottom status bar.

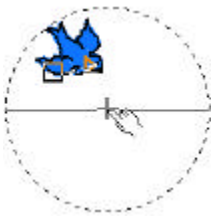


Figure 3-5 *Drag the cross to change the center of the mirror.*



You can toggle between a custom center and the center of the selection by clicking on the **Custom Center** toolbar button located on the main toolbar.

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Figure 3-6 *Rotate the angle of mirror by dragging the boundary.*

You can change the angle of reflection for your selection by dragging the circular selection boundary (**Figure 3-6**). This changes the angle at which your selection is flipped so that you can flip your selection diagonally. The angle of the mirror is shown by the line dividing the circular selection boundary. The percentage rotation is displayed on the bottom status bar. In this example, the angle of mirror is set to 45 degrees clockwise.

Flip your selection by clicking on the mirror shown by the line that bisects the circular selection indicator (**Figure 3-7**).You can also flip your selection using specific values for the angle of mirror and center of mirror (choose **BuzzTools > Flip > Custom...**). For help on this command, click on the ***Flip Selection*** dialogs **Help** button.



Figure 3-7 *Click on the mirror to flip selection.*

Resize

Unless you have purchased BuzzSize, your resized designs and selections will always contain the same number of stitches as the original (**Figure 3-8**). Shortening the stitches reduces the physical size of the selection and lengthening the stitches increases the physical size of the selection. If you reduce an area too much, the stitches will be too close together to sew properly. If you increase the physical size of an area too much, the area will be sparsely sewn.



Figure 3-8 *Close-up of stitches before and after resizing.*

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On most designs, you can resize selections up to ten percent without any adverse stitching affects. You may be able to resize by a value greater than ten percent if you also change the thickness of the thread used to sew the design area. Use a finer thread for areas you have reduced and a thicker thread for areas you have enlarged.



You can resize your selection using the **Resize tool** that is located on the Stitches-in-Space toolbar. Change the center of your resize operation by dragging the cross to the desired location. The numeric value of your custom center is displayed on the bottom status bar. Remember that the center of your hoop is location 0, 0. In the example shown, the center of the resize operation has been set to the tip of the beak (**Figure 3-9**).



Figure 3-9 *Drag the cross to change the center of the resize.*



Toggle between a custom center and the center of the selection by clicking on the **Custom Center** toolbar button located on the main toolbar.

Resize your selection by dragging the circular boundary of your selection. The percentage enlargement is displayed on the bottom status bar. In the example shown, the design moves away from the resize center; that is, the bird's beak (**Figure 3-10**). If you exceed the maximum recommended resize percentage of twenty percent, the cursor will include an exclamation point to alert you of a potential problem.



Figure 3-10 *Resize your selection by dragging the boundary.*

You can also resize your selection using specific values for the resize percentage and the center of the resizing (choose **BuzzTools > Resize…**). For help on this command, click on the ***Resize Selection*** dialogs **Help** button.

NOTE BuzzSize is a design resizing program that resizes designs while maintaining their original stitch density. BuzzSize can also adjust the density of a design. When both BuzzEdit® and BuzzSize are installed on the same computer, BuzzEdit® can use BuzzSize to retain the stitch density. BuzzSize is available from many sewing machine dealers and from the Buzz Tools website at: www.buzztools.com.

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Stretch

In addition to resizing your selection, you can stretch or shrink your design along an arbitrary direction. In BuzzEdit®, a stretched selection contains the same number of stitches as the original.

Just as with the resize operation, you can stretch selections up to ten percent without any adverse stitching affects. You may be able to stretch by a value greater than ten percent if you also change the thickness of the thread used to sew the design area. Use a finer thread for areas you have reduced and a thicker thread for areas you have enlarged.



Stretch your selection using the **Stretch tool** located on the Stitches-in-Space toolbar**.** The line that bisects the stretch selection indicator is the area of your selection that does not move during the stretch operation. Change the location of the line by dragging the center cross to the desired location (**Figure 3-11**). The numeric value of your custom center is displayed on the bottom status bar.

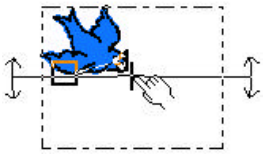


Figure 3-11 *Drag the cross to change the center of the stretch.*



You can toggle between a custom center and the center of the selection by clicking on the **Custom Center** toolbar button.

NOTE The ability to change the center of your stretch is very handy. For example, if you need to stretch an area of your design slightly to eliminate a gap between regions of your design, you would position the center of the stretch on the stationary edge. As you stretch your selection, you will see it growing away from this center.

Change the angle of stretch for your selection by dragging the circular arrow arms that are attached to the selection boundary (**Figure 3-12**). The percentage rotation is displayed on the bottom status bar.

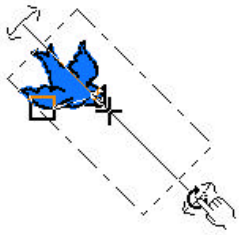


Figure 3-12 *Drag the circular arrow arms to change the angle of stretch.*

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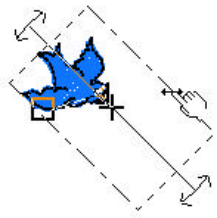


Figure 3-13 *Stretch selection by pulling on dashed portion of selection boundary.*

Stretch your selection by pulling on the dashed portion of the selection boundary (**Figure 3-13**). When your cursor is positioned correctly, your cursor will look like the one in the example to the right. You can also stretch your selection using specific values for the stretch percentage, angle of stretch and the center of stretch (choose **BuzzTools > Stretch...**). For help on this command, click on the ***Stretch Selection*** dialogs **Help** button.

Convert Design Format

Different embroidery machines require different design file formats. If you are going to use another machine's designs, you will need to convert the design to a format your embroidery machine can understand. BuzzEdit® will convert stitched-based design files from one design file format to another. You can convert your current design to the file format of your choice by choosing **Tools >Convert Design Type….**

Colors During Conversions

Each embroidery file format comes with certain standard colors and restrictions. Some design formats have only a few color choices and some have a plethora. When design files are converted using BuzzEdit®, the best possible match is made from the colors available. In some cases, this involves selecting a secondary color choice in order to preserve color stops.

Moreover, some design formats (such as DST and EXP) don't contain color information at all, only color stops to let the embroiderer know it is time to change threads. When these designs are opened or converted with BuzzEdit®, the color stops are *assigned* an arbitrary color value because BuzzEdit® does not know what color the digitizer intended. The colors assigned do not relate to the actual color value to be used at the embroidery machine.

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In the example (**Figure 3-14**), the PCS file was converted from a DST that contained only color stop information. Therefore the colors displayed represent stops and not the colors you would choose to sew.You will have to change the thread colors in BuzzEdit® to get an attractive picture.

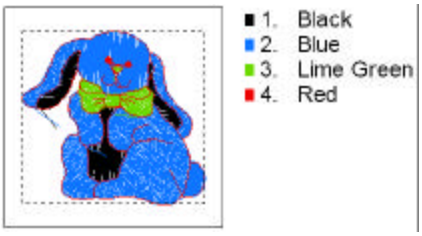


Figure 3-14 *Conversion from DST to PCS.*

When BuzzEdit® converts a design that contains color values into an EXP or a DST file, BuzzEdit® preserves the color information in an auxiliary file. EXP and DST files with BuzzEdit® auxiliary files will display in color within BuzzEdit®, but may only display color breaks when opened in other programs.

NOTE Janome Software and Envision Scan PC users may convert designs using the entire SEW color palette (see **View > Color Conversion Settings**). Although these converted designs may not display correctly in versions 1 and 2 of the Janome or Envision software, they will display correctly in Buzz Tools programs, and your sewing machine will ask for the correct color. This is because versions 1 and 2 of the Janome software display all colors that are not in its regular palette as black, even if the color is a valid Janome thread color. Newer versions of the Janome New Home software (2000 and up) support the majority of thread colors.

Reorder Stitches

Several of the tools available are used to change the order in which stitches are sewn. These changes include sorting colors and reversing stitch order. Depending on how these are applied, you may find that your design DOES sew differently than before you applied the modification. Therefore, these tools must be used with caution, and you should always carefully check your work when using one of these time-related stitch tools.

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Drag Colors

You can easily change the sewing order of your design by dragging a selected color horizontally left or right along the Time graphs and dropping the selection at the desired position. First select an entire color by double-clicking on it in the Stitch Color bar. To grab your selection, position your mouse cursor on the Stitch Color bar inside of your selection. When your mouse cursor is correctly positioned, it will change to a pointing finger. Hold down the primary mouse button and drag your selection in Time (**Figure 3-15**).



Figure 3-15 *Drag a Selection to move it.*

Since you are rearranging entire color breaks in this example, you will want to insert the selection on a color boundary. It is easy to do this by moving your cursor horizontally along the Stitch Color bar. Your insertion point will snap to a color boundary, making it easy to rearrange the colors in your design.

Drag Stitches

Just as you can change the sewing order of an entire color, you can also easily change the sewing order of any selected run of stitches. Make your stitch selection using any of the methods previously mentioned (see “Stitch Selection” on page 21); for example, drag along any of the Time graphs or use the Lasso tool in the Space window.

Always start dragging your selection from the Stitch Color bar. Once you have “picked up” your selection as described above, you can drag your selection down into any of the other graphs to take advantage of one of their particular features or snap characteristics (**Figure 3-16**).

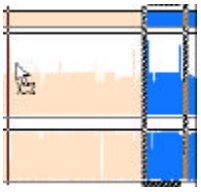


Figure 3-16 *Drop into any other graph to take advantage of their snap characteristics.*

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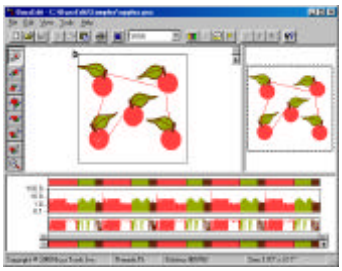
Duplicate Stitches

You can also duplicate selected stitches when you drag them along the Time graphs. Hold down the control key while dragging to make a copy of the selection. The cursor will display a + indicator to let you know that you are moving a copy of the selection.

Sort Colors

Sometimes an embroidery design has the same color repeated. This might be the result of copying a portion of the design as in the example below where an apple was duplicated (**Figure 3-17**). The original design has total of sixteen color breaks. Because the colors don't overlay each we can reduce the number of thread changes by using the **Color Sort** command. The final design has only four thread changes..

Before



After

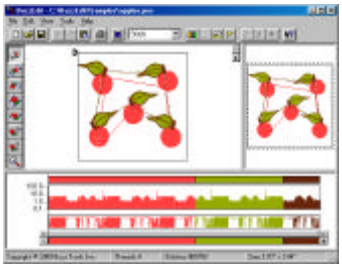


Figure 3-17 *Stitches before and after color sort.*

Sometimes a design has the same color listed in two locations due to the required layering of the stitches. This is often done for outlines or to produce some other advanced effect. Under these conditions, you might obtain better results by manually merging colors as needed by dragging them along the Time graphs.

Whenever you sort the colors in your design, examine your design closely and do a test sew of the design to ensure that your results are those that you desire.

Reverse Stitch Order



You can reverse the sewing order of a selection by using the **Reverse Stitch Order** command. This is most often done to shorten or reduce jump stitches in an area.

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In the example (**Figure 3-18**), the heart was created by duplicating and flipping the left half. We are left with a jump stitch across the middle. Selecting the right half and reversing the stitch order eliminates the jumpstitch.



Figure 3-18 *Before and after reversing stitch order.*

When you use the **Reverse Stitch Order** command, be aware of whether your selection includes understitching. [Understitching is sewn before a fill area to stabilize the area or to travel from one embroidery area to another.] For example (**Figure 3-19**), if you were to reverse stitching on a selection which contains understitching, you would end up with the understitching sewing on top of the fill area. The understitching in this example is shown in black so that you can see it.



Figure 3-19 *The understitching in this case is sewn on top of fill area after Reverse Stitch Order Command is used.*

.In order to avoid this type of problem, you have two different options available to you. First, you can delete the understitching prior to using this command. Alternately, do not include the understitching in your selection. If you choose this last option, you can select the understitching in a separate operation and reverse its sewing order so that both sections sew correctly in relationship to each other

Stitch Editing

You can do sophisticated stitch editing by inserting or moving individual needle points.

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Insert Stitches

You can use the **Insert Stitches** tool to bury a jump stitch by breaking the jump stitch into smaller stitches that are sewn underneath other areas of stitching. Position the stitch cursor in the Stitches-in-Time® display. If you are going to reroute a jump stitch, position your stitch cursor directly in front of the long jump stitch you are going to reroute.



Click on the **Insert Stitches** tool. Each click in the Stitches-in-Space window will now add a needlepoint and divide the current stitch into two stitches. Before each click, position the mouse cursor to place the new needle point underneath other areas of stitching. You may find it easier to place the new stitches if you first zoom in on your Stitches-in-Space window.

Move Stitches

Use the **Move Stitch** tool in the Stitches-in-Space window to move a stitch or a group of stitches in the design one at a time. This tool is very useful when you have a run of stitches you want to move, one after another. For example, perhaps you need to adjust an outline on your design and need to move stitch after stitch to a new location.

Position the stitch cursor at the first stitch you need to move.



Click on the **Move Stitch** tool. Each click in the Space window moves the last needle point of the current selection (the stitch cursor) to wherever you clicked. The stitch cursor then advances by one needle point, thereby allowing you to progress through a run of stitches, moving each of their needle point locations in turn. In the example, before the design was edited with BuzzEdit®, there were many jump stitches to cut. Rerouting jump stitches underneath other areas of stitching eliminated most of these ares.



Figure 3-20 *Before and after manually rerouting jump stitches with BuzzEdit®.*

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Chapter 4 - Creating Stitches

BuzzEdit® provides easy-to-use tools that let you draw objects and create custom designs.

In this chapter:

- Learn how to open and set a background graphic.
- Learn how to create pre-defined shapes such as ellipses and rectangles.
- Learn how to create custom shapes.
- Find out more about editing objects.
- Learn about creating holes.

Digitizing Basics

All of the BuzzEdit® digitizing tools follow the same basic conventions. Before you start, you might want to first open a background graphic to use as a guide. Then choose where you want the object sewn by setting the stitch cursor to the correct position in time. Next, choose the digitizing tool from the space tool bar and start creating your design using the method applicable to the tool you have chosen.

Once an object is created, the ***Stitch Properties*** dialog opens where the objects sewing properties are set. Click on the dialogs **Help** button for information on various stitch attributes. This allows you to visually see the affects of the different attributes before committing to them.

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Opening a Background Graphic

It is often easier to digitize a design if you start with a background graphic. The graphic itself can be original artwork that you have created or it can be a clip-art design you have purchased. Graphics opened in BuzzEdit® can be in any number or several popular formats such as Windows Bitmap or CompuServe GIF.

The background graphic is selected and positioned using the **File > Open Background Graphic** command. Click on the dialogs **Help** button for information on the various settings.

Positioning the Stitch Cursor

When you first open a design in BuzzEdit®, the stitch cursor is positioned at the start of the design, or the **Home** position. If you add new objects to the design, they are created at the start of the design following the stitch cursor and are sewn first.

If you are modifying an existing design, you may want your new stitch objects to be sewn later. Therefore, before you start digitizing, choose when you want the object to be sewn by clicking on the correct location on the Stitches-in-Time graph (**Figure 4-1**). To have your new objects sewn last, press the **End** key to move the stitch cursor to the end of the design.

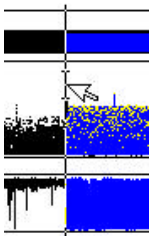


Figure 4-1 *Click on a Time graph to choose when new objects are sewn.*

Creating Objects

Design objects are created and edited using the digitizing tools located on the space tool bar. These tools will be described in tool bar order.

Once an object is created, the ***Stitch Properties*** dialog opens where the objects sewing properties are determined. Click on the dialogs **Help** button for information on various stitch attributes.

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Closed Shapes

All of the patterns described in this section have an outline and an inside sewing region which are assigned different sewing attributes. You can choose to sew only the outline or only the inside region. In addition, many of these tools can be used to create holes in existing stitch objects. See “Creating Holes” on page 47.

Ellipse Tool



The **Ellipse** tool allows you to create ellipses or perfect circles. Choose the **Ellipse** tool on the space tool bar to activate it.

Imagine that a box is drawn around the circle or ellipse that you are creating. In order to position your pattern correctly, click on one of the imaginary corners and drag the mouse to the opposite corner. The ellipse is completed when you release the mouse button. You can draw a perfect circle by holding the **Ctrl** key down while dragging the mouse.

Rectangle Tool



With the **Rectangle** tool you can create rectangles with rounded or sharp corners. Choose the **Rectangle** tool on the space tool bar to activate it. Click on one of the corners of the rectangle and drag the mouse to the corner diagonally opposite your starting location. You can draw a square by holding the **Ctrl** key down while dragging the mouse.

NOTE To create a sharp cornered rectangle or square, first create it with rounded edges and then edit the shape by clicking on the Edit Object tool. In edit mode, adjust the shape of the corners by dragging the corner nodes.

Custom Shape Tool



The **Custom Shape** tool is used to create custom closed shapes with straight lines or curves. For the easiest digitizing, use a background graphic as a guide when using the custom shape tool (**File > Open Background Graphic**).

Choose the **Custom Shape** tool on the space tool bar to activate the tool. Click on the first anchor point and continue to click anchor points around its perimeter (or path) as needed to define its shape making sure that the path drawn does not cross itself. Click with the left mouse button to

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create straight nodes or corners. Use the right mouse button to create curves between nodes. You can use both types of nodes in the same shape. The **Backspace** key removes the last point.To finish the pattern, double-click the last anchor point or press **Enter**. The last point entered will automatically be joined to the first one and the ***Stitch Properties*** dialog opens.

Column Tool



The **Column** tool is used to create areas of you design that look more like hand embroidery. When you use the other closed shapes, the stitching for the entire area runs in the same direction. When you create a pattern using the column tool, the thread direction can follow the curves of the design. Letters are frequently digitized in this manner and look best when the thread direction follows the curves.

For the easiest digitizing, use a background graphic as a guide when using the column tool (**File > Open Background Graphic**). Choose the **Column** tool on the space tool bar to activate column drawing mode.

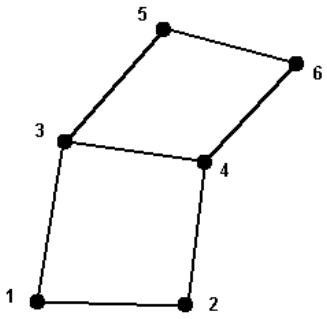


Figure 4-2 *Columns are created by clicking points in the order shown.*

Click on the starting point of your pattern which is shown as point 1 (**Figure 4-2**). Click across the area of your design to point 2. The line created between point 1 and point 2 is the same angle that the column threads lie. Continue to click points as illustrated below. The **Backspace** key removes the last point. To finish the pattern double-click the last point or press **Enter**.

Open Shapes

In addition to creating closed shapes, BuzzEdit® can create open shapes. These are commonly referred to as paths, lines or open objects. Unlike the closed shapes described on previous pages, the path of an open shape can cross itself and can even end at its starting point making it appeared closed. However, open shapes do not automatically close themselves and never have an inside sewing region defined to them.

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Open Path Tool



Open paths are created in BuzzEdit® using the **Open Path** tool. Choose the **Open Path** tool on the space tool bar to activate it. Click on one end point and continue to click anchor points along its path as needed to define its shape. The **Delete** key removes the last point. To finish the line, double-click the last anchor point or press **Enter**.

NOTE Click with the left mouse button to create straight lines or corners between anchor points. Use the right mouse button to create curves between anchor points. You can use both types of anchor points in the same shape.

Creating Holes

BuzzEdit® can create holes in embroidery designs for special effects. For example, in order to make a clock you might cut a circle out of an existing design for the clock mechanism. Or you might want to create a decorative button hole by cutting a button hole in a design(**Figure 4-3**).



Figure 4-3 *A button hole was made in this design using the Custom Shape tool.*

If you are using the closed shape tools to create a design, it is best to create your holes immediately after is has been created because the area of the hole is taken into account when the stitches are generated, which results in a cleaner sew out.

All of the closed shape tools can create holes except for the **Column** tool. Click on the closed shape tool of choice and create the shape of the hole. On the ***Sewing Properties*** dialog for the hole, uncheck the Fill option and choose to either “Delete the Stitches from Last Object” or “Delete ALL Stitches Under this Object”.

Editing Objects

The sewing properties of an object and its sub objects can be modified for only a short period of time. An object is assigned stitches and its sewing properties are fixed when you create a new object or when you use one of the stitch editing tools.

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Edit Object Tool



The **Edit Object** tool is located on the space tool bar. If the tool is disabled it means that BuzzEdit® has already assigned stitches to all objects and there is nothing currently available for editing. Click on the **Edit Object** tool to activate Edit mode.

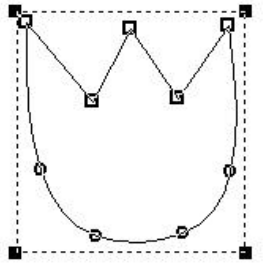


Figure 4-4 *Edit mode allows you to modify recently*

In Edit mode, the perimeter of an object is displayed and existing points (or nodes) are marked with small empty squares or circles (**Figure 4-4**). Squares mark straight nodes and the circles mark curved nodes. A selection indicator is drawn around the entire object and black resizing squares are in each corner of the selection box.

Resizing Objects:

To modify the size of an object, click on one of the black resizing squares and drag it to the desired position. If you would like to maintain the aspect ration of the object, hold down the **Ctrl** key while dragging the mouse.

Moving Objects

Click on an object away from any nodes and drag it to the desired location.

Moving Nodes

Click on a node and drag it to the desired location.

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Inserting Nodes

Right click on an objects outline where you want to insert a new node and choose the type of node from the pop-up menu (**Figure 4-5**).

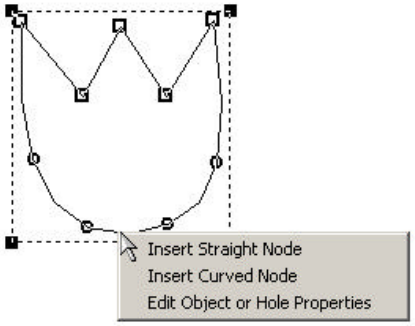


Figure 4-5 *Right click on an objects outline to insert a new point.*

Deleting Nodes

Right click on an existing node and choose **Delete Node** from the pop-up menu.

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Changing Node Type

Right click on an existing node and choose an alternate node type from the pop-up menu (**Figure 4-6**).

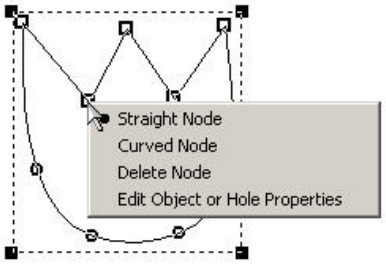


Figure 4-6 *Right click on an existing node to change its node type.*

Changing Sewing Properties

Right click on the object and choose **Edit Sewing Properties** from the pop-up menu. On the ***Sewing Properties*** dialog, change the sewing attributes of the object (**Figure 4-7**). Click on the dialogs **Help** button for information on various stitch attributes.

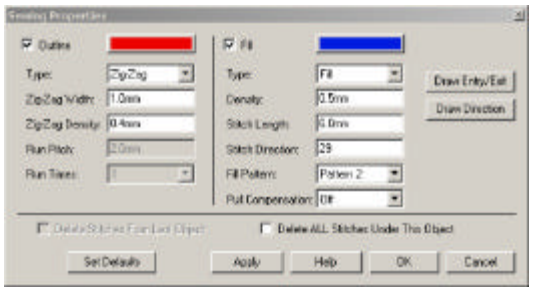


Figure 4-7 *The Sewing Properties dialog sets the sewing attributes of a created object.*

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Chapter 5 - Multiple-Section Designs

Most embroidery machines have file restrictions such as the number of stitches or the number of color breaks a design can contain. In addition, embroidery machines restrict the physical dimensions of a design. Many embroidery machines use multiple-position embroidery hoop frames (often called multi-hoops) to get around this design size restriction. In BuzzEdit®, you can create multiple-section designs that exceed the file or hoop restrictions.

In this chapter:

- Learn about the multiple-section designs and BuzzEdit® Manager files.
- Learn about the Multiple Section Bar located on the Stitches-in-Time graph.
- Learn about embroidery file format limitations.
- Start learning about multiple position hoops which are covered in more detail in the next chapter.

Overview

BuzzEdit® allows you to concurrently view and edit designs with multiple sections in one workspace. When required by the file format, these separate sections are saved into a series of files so that each file keeps within the limits imposed by the file type. When BuzzEdit® saves a series of files, it also saves a manager file, so that you can read back in the whole series of files at a later time in order to edit or view the overall

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design. When you are ready to sew the design, you sew each of the design files in sequence onto the same piece of fabric in order to create the full design (**Figure 5-1**).



Figure 5-1 *Sew each design file in sequence onto the same piece of fabric in order to create the full design.*

NOTE The PES (version 2.5 or greater) format supports their three-position multi-hoops. When you edit and save one of these files, BuzzEdit® will not save a manager file unless it needs to do so for some other reason. However, because your design is still separated into separate design sections, your BuzzEdit® Stitches-in-Time® window will still display the section breaks.

BuzzEdit® Manager File

Most multiple-file and multiple-hoop designs created in BuzzEdit® take advantage of a BuzzEdit® manager file. This manager file contains important information including the name of the design files used in your complete design, the hoop you are using and the hoop positions of the design sections. In addition, BuzzEdit® saves your stitch information in a manager file if you need to stop editing your design before all of the design sections are placed correctly in a hoop.

The manager file's name is always the name of the original file or the name you selected when you saved your design. Each design file used for sewing your full design is assigned a new name. The new files are named the same as the manager file with a letter appended to the end. The first file sewn is appended with the letter A; the second file sewn is appended with the letter B and so on.

NOTE The manager file is used by BuzzEdit® to allow you to read the multiple-file design back into BuzzEdit® and is not sewn. The letter appended to the end of the file name corresponds to the order in which it is sewn and is NOT the hoop position.

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When you open a multiple-file design that uses a BuzzEdit® manager file, you should choose the manager file name from the BuzzEdit® ***Open Design*** dialog box. This causes all of the associated design files to be opened and ensures that they are positioned correctly (**Figure 5-2**).

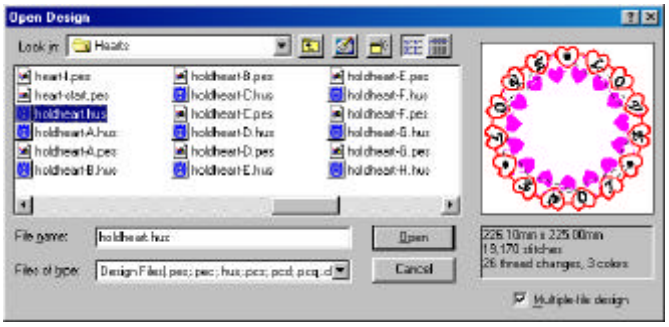


Figure 5-2 *This twelve-part Giant Hoop-it-All® design is opened easily by choosing the BuzzEdit® manager file, the file without a -a, -b, etc.*

If you have a multiple-file design (or a multiple-hoop design that uses multiple-files) created by a program other than BuzzEdit®, you can read the design into BuzzEdit® by checking the **Multiple-file Design** checkbox in the ***Open Design*** dialog box (**Figure 5-3**).

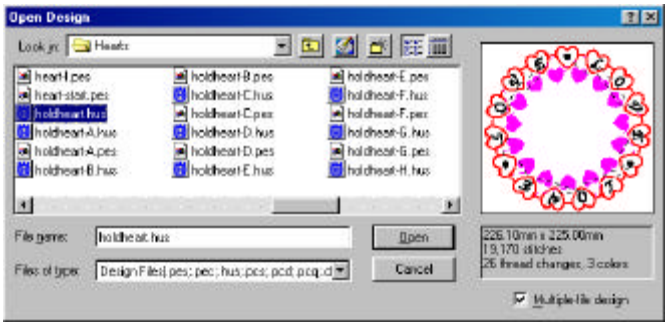


Figure 5-3 *Check the Multiple-File Design checkbox to let BuzzEdit® know this is a Multiple-File design.*

This action brings up the *Open Multiple-File Design* dialog box that allows you to specify a series of files to open and which hoop to use (**Figure 5-4**). Many PES (version 2.5 or later) multi-hoop designs can be opened directly and do not require any special procedure.

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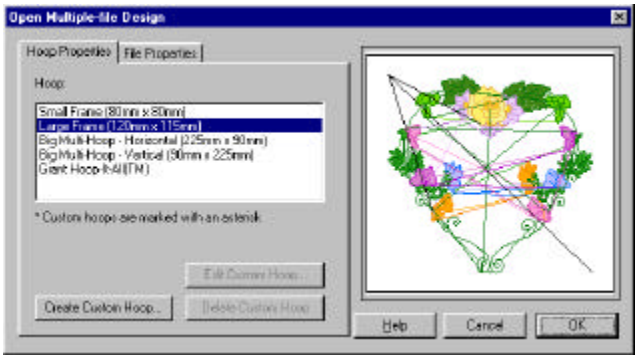


Figure 5-4 *The Open Multiple-File Design dialog box helps you open exiting multiple-file designs.*

Multiple-Section Bar

BuzzEdit® supports multiple-file designs and multiple-hoop designs. You might have a multiple-file design to get around a file restriction, such as the number of stitches or color breaks a design can contain. Or you might use multiple-hoop sections in your design to support a multiple-position hoop, thereby getting around a physical design-size restriction.

BuzzEdit® allows you to view and edit these multiple sections concurrently in one workspace. When required by the file format, these separate sections are saved into a series of files so that each file keeps within the limits imposed by the file type.

When BuzzEdit® displays a multiple-file or a multiple-hoop design, the Stitches-in-Time® window displays the Multiple-Section bar that is designed to help you understand and manipulate your multiple-file and

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multiple-hoop designs. This bar displays a series of *section breaks*. Each new section break marks the location in time (or stitch number) at which a new file or hoop will begin (**Figure 5-5**).

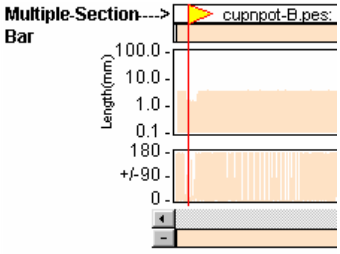


Figure 5-5 *Marks the individual files and/or hoops that make up your design.*

The file name of the new file is displayed along with the Section Break flag. When your design is for a multiple-position hoop, the description also includes the hoop position for the specific section. You may need to zoom in on an area of the Stitches-in-Time® window before you can read these descriptions.

When the mouse is clicked or dragged on the Multiple-Section bar, the selection will "snap" to the nearest section break, making it easy to select all of the stitches in an entire design file. You can also select all of the stitches in a design file by double-clicking between section break flags. You can click directly on top of the descriptive text.

Embroidery Machine File Limitations

As we have already mentioned, each embroidery file format comes with certain file limitations and restrictions. Typically, these limitations are on either the number of stitches a design may have or on the number of color breaks. The limitations are specific to the design format you are using and are usually not negotiable.

For example, a Pfaff ".pcs" design file can contain a maximum of sixteen thread changes. However, in BuzzEdit®, you can create a design with more than sixteen thread changes. When you save the design, BuzzEdit®

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creates multiple ".pcs" files, each with no more than sixteen thread changes. The file names of the saved designs are appended with a letter of the alphabet.

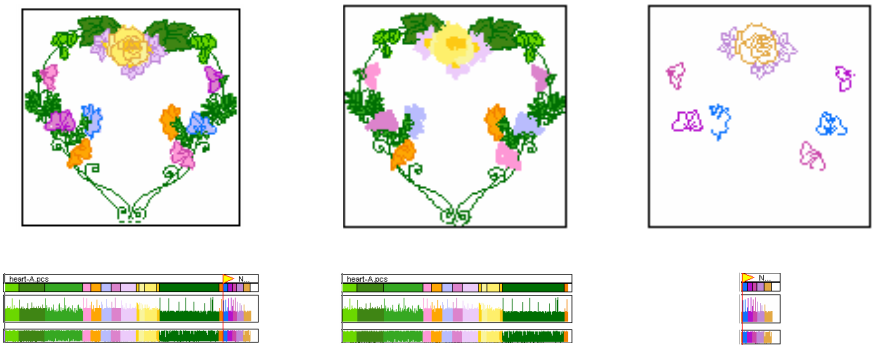


Figure 5-6 *Open the BuzzEdit® manager file to edit all parts of the design.*

When you sew your design, stitch design A first.

Continue stitching all design parts to sew the complete design.

Let's say you create a design with nineteen thread changes and save the design as Heart.pcs (**Figure 5-6**). You will create three files. BuzzEdit® will save a manager file named Heart.pcs as well as two design files named Heart-A.pcs and Heart-B.pcs. To sew the design, you sew each design file in succession on the same fabric; that is, you first sew Heart-A.pcs, then Heart-B.pcs. The result is a design containing more than 16 color changes. The manager file Heart.pcs is used by BuzzEdit® to allow you to read the multiple-file design back into the program. That is, when you open the manager file Heart.pcs with BuzzEdit®, it automatically reads back in all the design files, which in this example, are Heart-A.pcs and Heart-B.pcs. The manager file is not sewn.

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To adjust the place at which BuzzEdit® splits a design into a new file, choose **View > Multiple File Settings**. This command brings up a dialog box that allows you to specify the maximum number of thread changes and maximum number of stitches for the file type you are currently editing (**Figure 5-7**).

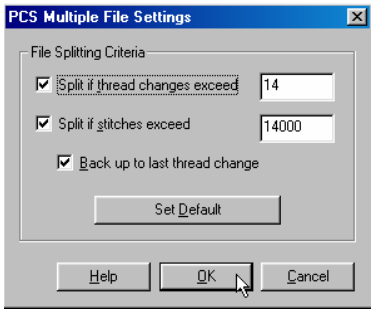


Figure 5-7 *Change these settings to adjust where BuzzEdit® will split your design.*

If you wish, you can manually insert new section breaks into your design to force your design to split at a specific location. First, position the stitch cursor in the desired location on the Stitches-in-Time® window. You can

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click on any of the graphs to take advantage of their unique snap characteristics. Once the stitch cursor is positioned as desired, choose **Tools > Insert Section Break** (**Figure 5-8**).

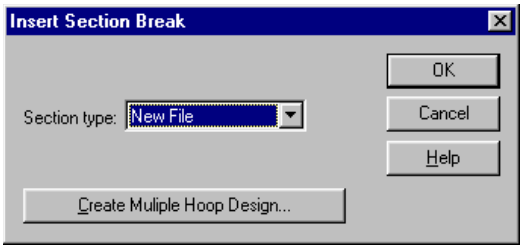


Figure 5-8 *Use to add new section breaks into your design.*

You can also decide to set all of the splitting locations manually. To do this you must first set your file type settings to have a high maximum number of thread changes (**Tools > Multiple File Settings**). You are then free to adjust the actual number of thread changes per file by manually inserting new section breaks (**Tools > Insert Section Break**).

NOTE When you have a multiple-file design or a multiple-hoop design, BuzzEdit® locks your design in the appropriate hoop area so that the design sections do not shift out of alignment at the machine. BuzzEdit® usually accomplishes this by inserting several locking stitches into the two corners of the design area which are sewn last.

Sewing Your Multiple-File Designs

To sew a multiple-file design, first mount the fabric in the hoop as you would for any design. Then transfer the sewing files, the files appended with a letter, to the embroidery machine. Mount the hoop as usual. Then sew files in the order of the appended letters, -A first, then –B, etc. Depending on the file type, after sewing each design section you may need to remove the two locking stitches that BuzzEdit® uses to lock your design in position. Of course you should not move or adjust the hoop between design sections because then the sections will not align correctly.

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Multiple-Position Hoops

BuzzEdit® allows you to create designs larger than the largest design area supported by your design file type. It does this by supporting the use of multiple-position hoops.

Multi-hoop designs are comprised of multiple pieces, which are usually saved in different files. By moving and possibly rotating the hoop at the sewing machine between sewing the different sections, it is possible to create a design larger than the default hoop size (**Figure 5-9**).



Figure 5-9 *This multi-hoop design has two overlapping sections.*

Normally you use a special hoop that is designed to sew multi-hoop designs. When you are using one of these specialty hoops, the fabric is set into the multi-hoop one time.

The large hoop is mounted on the embroidery arm in any number of positions in order to sew on different areas of the fabric. Usually the design fields have significant overlap, but together they cover a much larger area of the fabric than you could reach with a conventional single position hoop.



Figure 5-10 *The Janome 5 hoop is a multiple-position hoop frame.*

Multiple-position hoops are made by many sewing machine manufacturers (**Figure 5-10**)and by other companies such as the Hoop-it-All® corporation, which makes the Giant Hoop-it-All® line. For more information on the common types of multiple-position hoops and their usage, see “Common Multi-Hoops” on page 91.

In the absence of a special hoop, you can still use BuzzEdit® to create a multi-hoop design, but you will have to re-hoop the fabric for each hoop section.

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When you create a multi-hoop design that uses a BuzzEdit® manager file, each hoop section is saved as an individual file. BuzzEdit® uses the same naming convention as it does with other multiple-file designs.

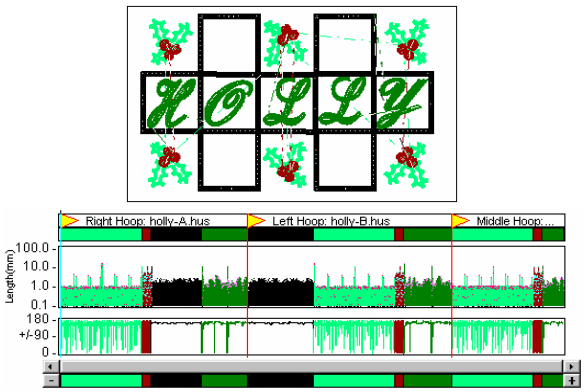


Figure 5-11 *This complete design was created for the Viking PLUS multiple-position hoop.*

Therefore, if you created a design scene called Holly.hus for the HUS Plus multi-hoop that utilized all three positions of the hoop, you would create four files (**Figure 5-11**). The manager file would be named Holly.hus. The additional files created in this example would be Holly-A.hus, Holly-B.hus and Holly-C.hus that correspond to the three design files used to create the complete design.

NOTE Some hoop manufacturers assign the letters A, B, and C to identify their multi-hoops various positions. If you have one of these hoops, it is important to remember that the letter appended to the end of the file name corresponds to the order in which it is sewn and NOT the hoop position. Print the template from BuzzEdit® (choose File > Print Template) to see which file is sewn in which hoop location.

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BuzzEdit® Manager File and Multi-Hoop Designs

Holly-A.hus
Design File One



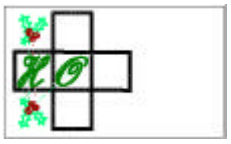
This design section is sewn first using the Viking multi-hoop in hoop position P3.

Holly.hus
Manager File is NOT sewn.



The manager file contains important hoop information and points BuzzEdit® to the associated design files.

Holly-B.hus
Design File Two



This design section is sewn second using the Viking multi-hoop in hoop position P1.

Holly-C.hus
Design File Three



This design section is sewn last using the Viking multi-hoop in hoop position P2.

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Chapter 6 - Multiple-Hoop Designs

In the last chapter, we discussed multiple-section designs and a little about how BuzzEdit® manages these designs. In this chapter, we give you specific information about multi-hoop designs (a type of multiple-section design). In order to understand this chapter, it is important that you have read the previous chapter and are familiar with the concepts presented there.

In this chapter:

- Learn how to create a multi-hoop design.
- Learn how to manage multi-hoop sections.
- Learn how to open multi-hoop designs from other sources.
- Learn numerous tips for creating better multi-hoop designs.

What to Expect

You have a multiple-position hoop that you want to create a design for, or perhaps you have an oversized design that you want to separate into smaller sections for a multi-hoop.

BuzzEdit® provides you with the tools you need to split oversized designs or to layout smaller designs for use on a multiple-position hoop. BuzzEdit® also lets you print a template to help you in positioning your

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design on your fabric (**Figure 6-1**). The template can be used for marking the center of each hoop section for any final positioning that may be required at the embroidery machine.

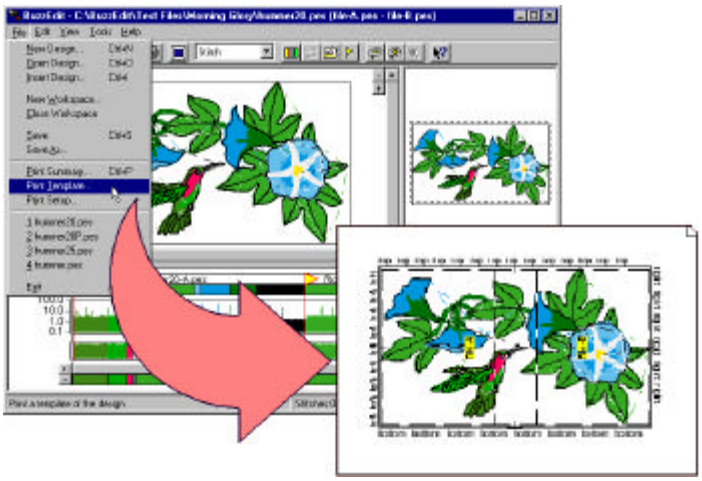


Figure 6-1 *A printed template helps you position your design on the fabric and at the sewing machine.*

Creating Multiple-Hoop Designs

There are two basic strategies for creating a multiple-hoop design in BuzzEdit®. One strategy is to create a multiple-hoop design by merging smaller designs and/or elements from other designs together. The other strategy is to create a multiple-hoop design by subdividing a larger design into hoop-sized sections. Although we will discuss each of these strategies in turn, a specific multiple-hoop design may need to use both of these techniques.

Getting Ready

Although it is certainly not required, it is often best to start with a new empty design. This is especially true if you are inserting designs and/or pasting in other design elements.



On the *BuzzEdit® Welcome* dialog box, choose **Start a New Design** and then choose the file type for your new design from the *Choose File Type* dialog box.

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When your empty workspace opens, change the hoop of the design to the multi-hoop of your choice (choose **View > Hoop Properties**). The *Hoop Properties* dialog box opens (**Figure 6-2**}.

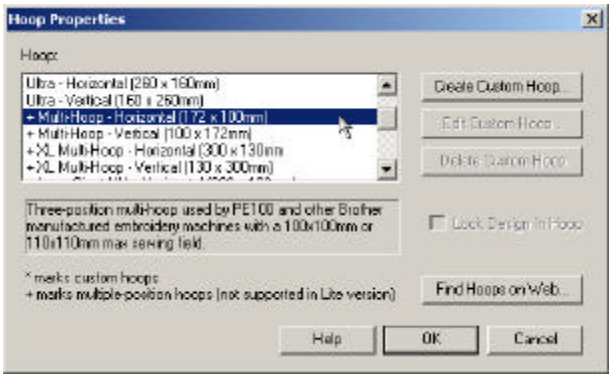


Figure 6-2 *Choose a multi-hoop from the list of available hoops.*

Select one of the built-in multiple-hoop types or create your own regular grid of hoops (Click the **Create Custom Hoop...** button and then set the custom hoop characteristics).

Multi-Hoop Section Breaks

When you choose a multi-hoop from the *Hoop Properties* dialog, BuzzEdit® displays a Multiple-Section bar and inserts a series of **new hoop section breaks** into it (**Figure 6-3**). You then use the Multiple-Section bar to assign stitches to the appropriate multi-hoop sections.

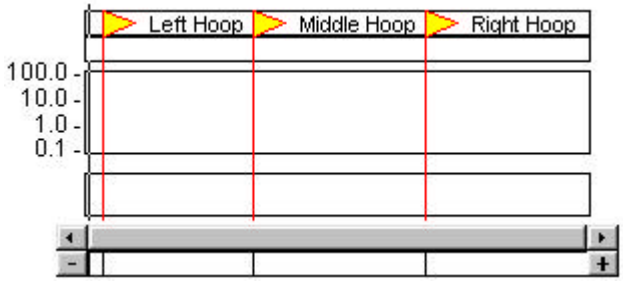


Figure 6-3 *Empty New Hoop Section Breaks*

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The stitches in each hoop section will later be sewn at the designated physical hoop position. For most file types, BuzzEdit® will save each hoop section into a separate design file. When the design is saved, BuzzEdit® will automatically move and/or rotate each hoop section so that it will sew correctly in the designated hoop.

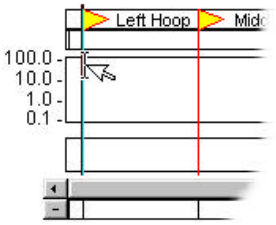


Figure 6-4 *Stitch cursor is placed at the Top Hoop section flag…*



…and the associated hoop area is highlighted in the Space window.

Click on a Section Break flag to place the stitch cursor at the new hoop section break (**Figure 6-4**). The particular hoop position will be highlighted in the Stitches-in-Space window. Hoop positions will also be highlighted when you drag a selection of stitches horizontally along the Stitches-in-Time® window. This makes it easy to locate a specific hoop section when dragging and dropping stitches.

NOTE If you are editing a design and change its hoop type to one of the multi-hoop types (choose **View > Hoop Properties…**), the hoop section breaks are placed after all of the design's stitches, and none of those stitches are assigned to hoop sections. As you work on the multi-hoop design, you will need to select stitches and drop them into the appropriate hoop sections in the Stitches-in-Time® window or use the Auto Split for Multi-Hoop command (**BuzzTools > Auto Split for Multi-Hoop**).

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Merge Smaller Designs or Elements

Often you will build a large multi-hoop design by combining smaller pre-existing designs or design elements to create a larger scene or collage of designs (**Figure 6-5**).

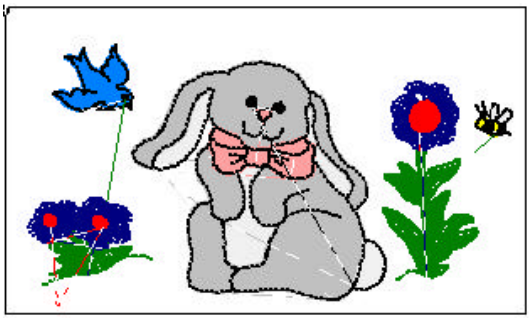


Figure 6-5 *This multi-hoop design was made by inserting designs and pasting in other design's elements.*

When you create a multi-hoop design in this manner, you usually have an idea where you are going to place elements visually. Thus, you can usually identify the hoop section to which an element belongs to *prior* to inserting or pasting it.Therefore, you should position your stitch cursor within the correct hoop section in the Time window ***before*** you insert the design or paste the stitches from the BuzzEdit® clipboard. This places design elements correctly in Time. Once they have been inserted or pasted, you can drag the stitches within the Stitches-in-Space window until positioned where you want them in the appropriate hoop section.

Find the Appropriate Hoop

Use the arrow keys or the mouse to move the stitch cursor into the various hoops in the Stitches-in-Time® window. Look at the positions of the hoops in the Stitches-in-Space window, and decide which hoop position you want to use for your design element.

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Insert an Existing Design

With the stitch cursor correctly positioned in the hoop section of your choice, choose **File > Insert Design**. This brings up the *Insert Design* dialog box. Navigate to the design of your choice and click **OK**. A dialog box asks you where to insert the design (**Figure 6-6**). In this example, you should choose the *Insert at the Stitch Cursor* option.



Figure 6-6 *You can insert a design at the end of the current design or at the stitch cursor.*

The stitches are added to the design in the correct hoop location in the Stitches-in-Time® display and are positioned in the current hoop of Stitches-in-Space display (**Figure 6-7**).

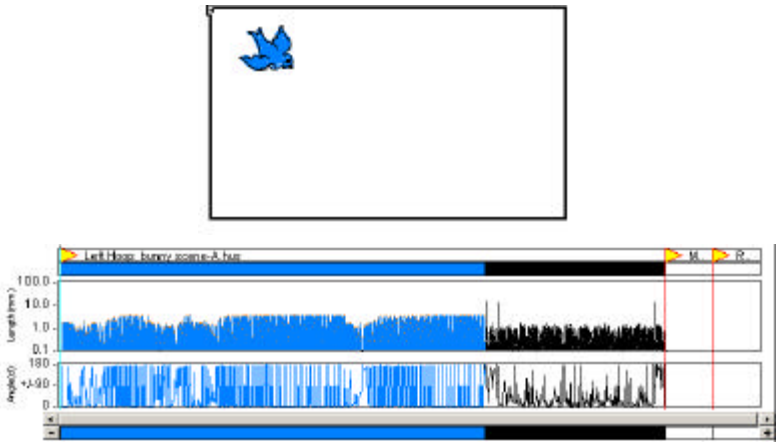


Figure 6-7 *A bird design is inserted into the left hoop of this HUS multi-hoop design.*

If you would like to move the stitches from this position, select the **Lasso/Move** tool if it is not already active. Then drag the selected stitches in the Space window until they are in the desired location. However, be sure to keep the stitches within the highlighted hoop.

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If you later move them spatially into a new hoop boundary, you will also have to drag the stitches to the appropriate hoop in time. This is very easy to do as the stitches are still selected.

Paste a Design Element

Use the ***Open > New Workspace*** command to open additional **BuzzEdit® workspaces** in order to copy and paste selections from one design to another. You can then build the multiple-hoop design by copying runs of stitches from designs in other BuzzEdit® workspaces. With the stitch cursor correctly positioned in the hoop section of your choice, choose **Edit > Paste**. This will paste the contents of the BuzzEdit® clipboard into the active design.

Pasted stitches are always inserted following the stitch cursor and they are also always pasted to the same spatial location from which they were cut or copied from. If you want to move them from this position, select the Lasso/Move tool if it is not already active and drag the selected stitches within the Space window until they are in the desired location (**Figure 6-8**). Or you can center the stitches in the current hoop by choosing **Tools > Center Both**.

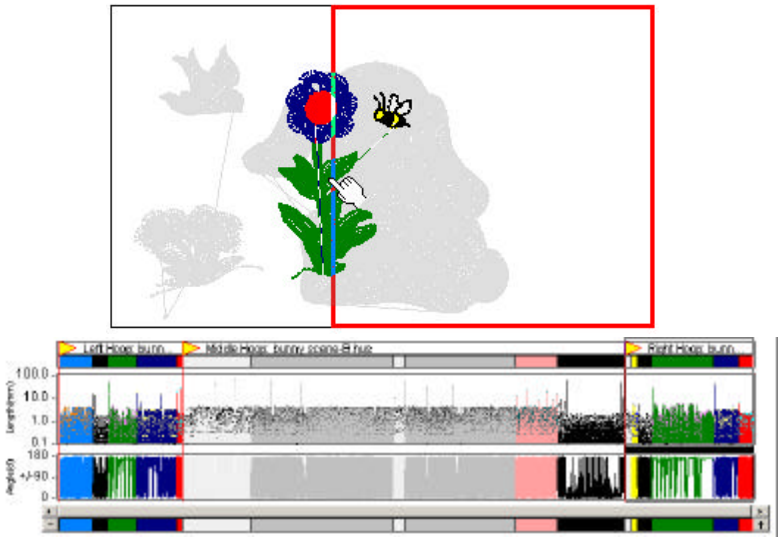


Figure 6-8 *The pasted stitches are being dragged in space to the desired location in the correct hoop section.*

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Subdividing Oversized Designs into Sections

Let's say you have an oversized design that was created for a different embroidery machine whose embroidery field is larger than the area supported by your machine. You can use the BuzzEdit® Auto Split for Multi-Hoop tool to quickly subdivide the design into hoop sections.

Prepare to Auto Split

First, open the oversized design in BuzzEdit®. Often you will need to convert the design at this point to match the file type required by your embroidery machine. To do this, choose **BuzzTools > Convert Design...** Now pick the appropriate multiple-hoop type (**View > Hoop Properties...**). The hoop Section Break flags will be appended to the stitches in the design (**Figure 6-9**).

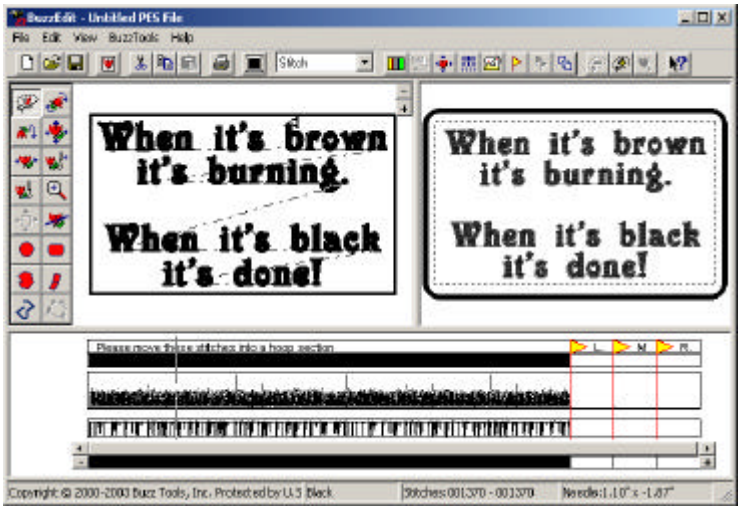


Figure 6-9 *Design ready for Auto Hooping.*

Auto Split Design

To automatically subdivide your design into hoop sized sections, choose **BuzzTools > Auto Split for Multi-Hoop**. On the *Assign Stitches to Hoop Sections* dialog, choose whether you want BuzzEdit® to reduce the number of hoop sections and click **OK** to finish splitting the design.

By default, BuzzEdit® will try to keep overlapping sew areas in the same sequence as in the original design. Sometimes this can result in too many hoop sections. During the auto split process, you can specify if you would

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like BuzzEdit® to reduce the number of hoop sections to a minimum. In some cases, this will result in unsatisfactory results. If you use this option, please check your design carefully (**Figure 6-10**).

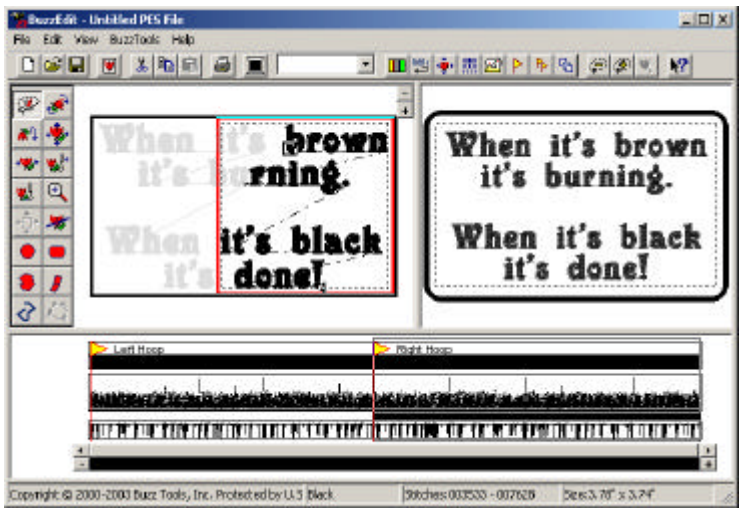


Figure 6-10 *The stitches in the right hoop have been selected in order to show how the design was split by the Auto Split for Multi-hoop tool.*

Check the Design

Run the Sew Simulator (**BuzzTools > Sew Simulator...**) before you stitch your design. Using this tool, you can often identify problems with a multiple-hoop design before you invest the time to sew it.

Managing Hoop Sections



Each hoop section is composed of a Section Break flag followed by its stitches. When you define a multi-hoop design, BuzzEdit® always inserts one Section Break flag for each hoop position. By manipulating the Section Break flags, you can create a design with any number of hoop sections and have them sew in any order you wish.

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For example, let's say you are using the PES vertical multi-hoop. By default, BuzzEdit® creates top, middle and bottom hoop sections, in that order. You may want a design that sews a middle hoop section, a bottom hoop section and second middle hoop section. You can do this by using the following methods:

Delete Section Breaks

You can remove unwanted section breaks from your design.Click once on the Section Break flag to select it. The stitch cursor is correctly positioned when the staff of the Section Break flag changes color (**Figure 6-11**) ***and*** the section break type is displayed on the main tool bar (**Figure 6-12**).

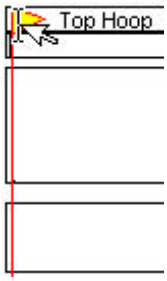


Figure 6-11 *Click on the Section Break flag to select it.*



Figure 6-12 *The section type is shown on the main tool bar.*

To delete the section break choose **Edit > Delete** or just press the delete key on your keyboard. If you delete a Section Break flag from a section that contains stitches, those stitches are not deleted but merge with the previous section.

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Add New Hoop Sections

You might want to add a second section of a particular hoop position or replace a hoop section that you have previously deleted.

With the stitch cursor correctly positioned in the Time window (**Figure 6-13**), choose **BuzzTools > Insert Section Break** or use the *Insert Section Break* tool bar button. This action brings up the *Insert Section Break* dialog box.



Figure 6-13 *Stitch Cursor in position ready for new section break.*

Choose the correct hoop location from the *Section Type* drop down (**Figure 6-14**) and click **OK**.

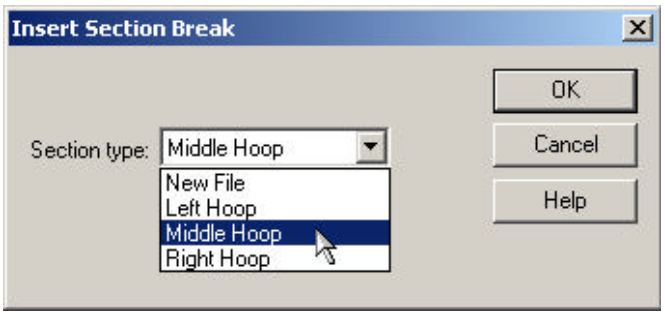


Figure 6-14 *Use to insert a section break into your design.*

Change Hoop Positions

You can change the hoop position for a specific section break in your design.

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Click on the Section Break flag to select it. The stitch cursor is correctly positioned when the section break type is displayed on the main tool bar and the staff of the Section Break flag changes color.

To change the hoop position, choose a new position from the drop down list located on the main tool bar (**Figure 6-15**).



Figure 6-15 *Choose a new hoop position from the drop down list.*

Re-order Hoop Sections

If you wish to change the sewing order of a hoop section, you must first select all of the stitches in a section by double-clicking between *Section Break* flags. You can click directly on top of the descriptive text. In order to include the *Section Break* flag, hold down the **Ctrl** key and press the left arrow one time. The selection is expanded one space to the left. Your selection includes the Section Break flag when the selection indicator on the Time display crosses a Section Break flag. You may have to zoom in the time display to confirm your selection.

When you drag and drop this selection, you will change the sewing order of the design file for that hoop section (**Figure 6-16**).

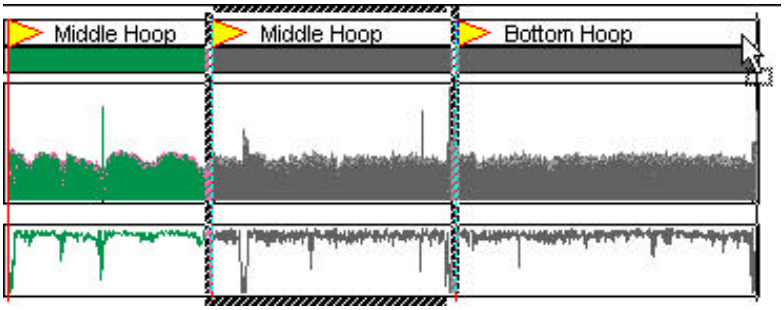


Figure 6-16 *Drag and drop entire hoop sections.*

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Opening Multiple-Hoop Designs from Other Sources

If you have a multiple-hoop design created by a program other than BuzzEdit®, you can read the design into BuzzEdit® by checking the *Multiple-file Design* checkbox in the *Open Design* dialog box (**Figure 6-17**). (Not required for version 2.5 or greater PES multiple-hoop designs, which can be opened directly.)

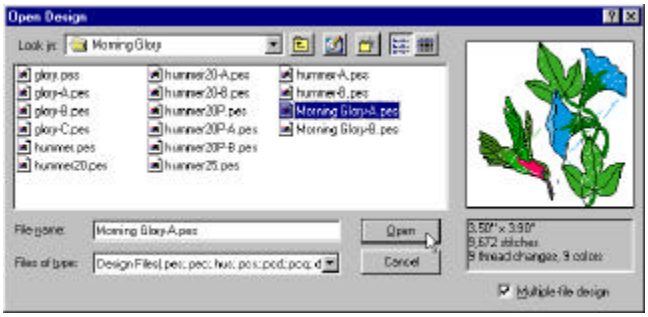


Figure 6-17 *Multiple-hoop design created by other programs can be read into BuzzEdit.*

Click **Open** and the *Open Multiple-File Design* dialog box displays. When the dialog box opens, the *Hoop Properties* settings are displayed. You then need to set the correct hoop for your multiple file design. As you select various hoops, the preview area of the dialog box is updated with the correct hoop layout (**Figure 6-18**).

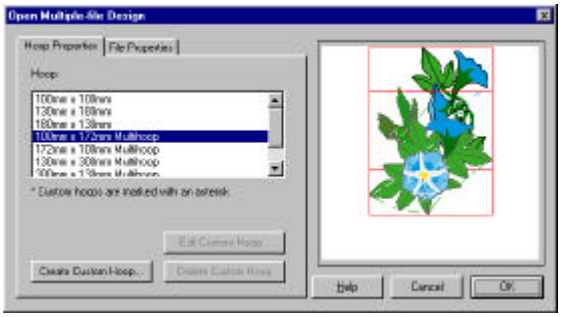


Figure 6-18 *Set the correct hoop for the design.*

When you are finished setting the hoop, click on the **File Properties** tab to display the *File Properties* settings.

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Use this dialog box to add files to your multi-hoop design, change the sewing order of the files, and change the hoop positions of the files (**Figure 6-19**). The preview area is updated as you make your changes. When you are finished, click **OK**.

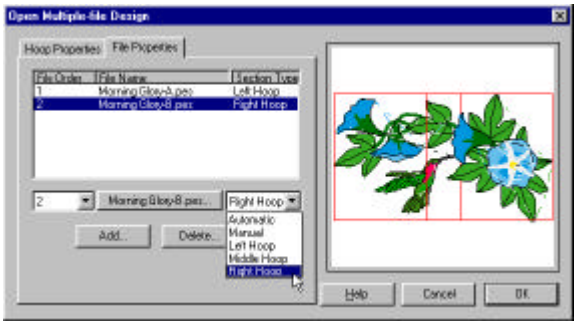


Figure 6-19 *Set the sewing order and position of the design files.*

Your design opens, and your design is positioned just as expected. When you open a multiple-hoop design in this manner, you are not required to move any stitches in the Stitches-in-Time® or Stitches-in-Space windows. Since the design was already set up for the multiple-position hoop, BuzzEdit® just needed to know where to put each section of the design. Notice that the Stitches-in-Time® window displays a Section Break flag at the start of each new hoop section (**Figure 6-20**).

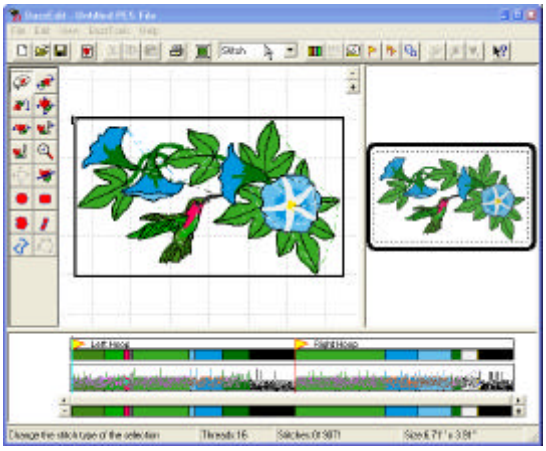


Figure 6-20 *Your design opens in BuzzEdit® and it is positioned as expected.*

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If you click on the *Section Break* flag for one of these sections, the Stitches-in-Space window highlights the hoop indicator for the section. You can check that the stitches are correctly positioned in their hoops by double-clicking between Section Break flags (**Figure 6-21**). You can click directly on top of the descriptive text. This causes two things to happen.

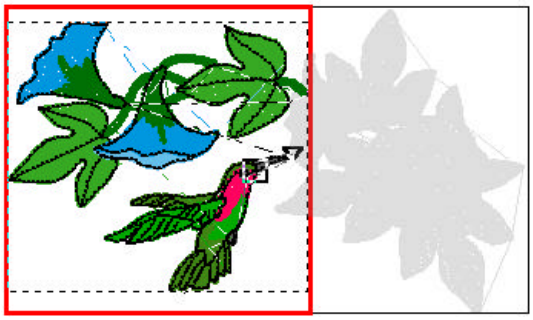


Figure 6-21 *The stitches in the left hoop are selected.*

First, all of the stitches in the section are selected and displayed in color in the Stitches-in-Space window. Stitches that are not selected will fade to the ghost color.

Second, the hoop indicator for your selection is highlighted in red in the Stitches-in-Space window. This allows you to quickly check that all of the stitches in the particular hoop section fall correctly within the boundaries of the hoop in the Stitches-in-Space window. This is important because most embroidery file formats will not allow you to save or sew your design unless these stitches are correctly positioned. Fortunately, BuzzEdit® saves your stitch information in a BuzzEdit® manager file if you need to stop editing your design before all of the design sections are placed correctly in a hoop. See “BuzzEdit® Manager File” on page 52 for more information.

Multiple-Hoop Printouts

From BuzzEdit® you can print a template of your design using the **File > Print Template** command. The template is printed in actual size. It may span several pages in which case you will need to tape the pages together. The template is used for positioning the complete design on

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your fabric and for marking the center needle point of each design section. This center needle point is used for any final positioning that may be required at the sewing machine.

NOTE Normally, BuzzEdit® will only print hoop sections that contain stitches. To print an empty template that shows all available hoop sections, create an empty design for the multiple-position hoop of your choice. Then choose **File > Print Template**.

Tips for Better Multiple-Hoop Designs

These tips have been included to help you produce high quality designs in your multi-hoops.

While Editing

1 Often your designs will sew better if you ***leave a small margin around sections*** and avoid having your design sections touch the edges of the hoop section. Therefore, do not overfill the design areas if you can avoid it. When BuzzEdit® locks your designs within a hoop segment for you, it only locks the design as much as is required to prevent the automatic centering at the embroidery machine.

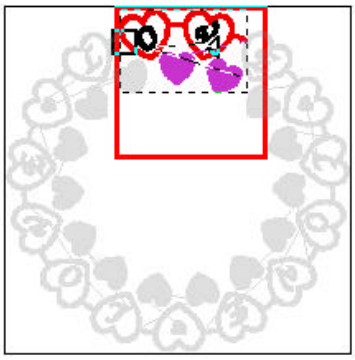


Figure 6-22 *This design section will not have any room to fine tune placement because it is too close to the edges of the hoop section.*

In the example (**Figure 6-22**), the design section is very close to the edges of the hoop section. Once BuzzEdit® locks this design to prevent centering, there is little or no space in which to fine-tune the design placement at the embroidery machine.

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2 Whenever possible, ***position the stitches of design elements into the correct hoop locations when you create them*** or when you import them rather than waiting until the entire design is created. It is often easier to select and grab design elements when the design is uncluttered (**Figure 6-23**).

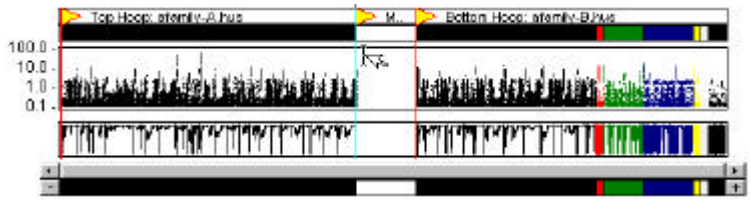


Figure 6-23 *Pasted or inserted stitches are placed at the stitch cursor.*

3 ***Do not use the Color Sort command on your design until you have finished moving*** all of the design's stitches into the appropriate hoops. If you sort prior to that, you may find it difficult to select the design elements that you desire.

When you are ready, the **Color Sort** command may be used to reduce the number of thread changes in each section of the multiple hoop. The Color Sort command does not cross hoop boundaries and can be used safely on multiple-hoop designs.

Before You Sew

4 Be sure you have ***read all directions that come with your multiple-position hoop frame*** and follow them closely. Many hoops require special procedures to be followed in order to obtain satisfactory results. For example, some embroidery machines such as the Pfaff require that your multiple-position hoop frame be removed from your embroidery machine before selecting the pattern to sew

5 For Giant Hoop-it-All® designs, ***purchase and use the Giant Hoop-it-All® extension table*** appropriate for your embroidery machine (**Figure 6-24**). This ensures that your hoop can move freely and easily during the embroidery process. ***Make sure that your extension table is absolutely flat*** and is not resting on any other items such as electric cords or fabric scraps that can

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change its angle. Any change in the angle of the table may cause your Giant Hoop-it-All® frame to catch and could ruin your embroidery. You need to check this every time you sew!



Figure 6-24 *The Viking 1+ shown with the Giant Hoop-it-All® table.*

6 ***Be sure you have adequate clearance on all sides*** of the embroidery machine to allow for the free and easy movement of the hoop frame during embroidery.

Ready to Sew

7 ***Print out a sewing summary*** (File > Print Summary). You will use this later as a work list for sewing out your design.

8 ***Print out a sewing template*** (File > Print Template) ***and use it to position your design onto your fabric (Figure 6-25).*** Once the template is positioned in the correct location on your fabric, mark the center location of the hoop onto your fabric using a water soluble fabric marker or other appropriate, temporary fabric-marking pen. If you are using the Giant Hoop-it-All®, you may also want to mark the outer perimeter of the hoop as provided on the BuzzEdit® template.



Figure 6-25 *Use the printed template for fabric and machine positioning.*

Do not mark your starting needle positions at this time. Wait until your fabric is set in the embroidery hoop. These starting locations must be very accurate in order for your design to sew correctly.

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9 In step 5, after you have mounted your fabric in the hoop, you are going to mark the starting needle position of each design area. On the BuzzEdit® template, each starting location is marked with a small cross hair. When you mark your fabric, you need a hole in the center of each cross hair for the tip of the fabric-marking pen.

Remove the template from your fabric and place it onto a sewing mat or other similar cutting surface. Using an eyelet punch (Figure 6-26), punch a small hole in the center of each of these cross hairs.



Figure 6-26 *Use an eyelet punch to create holes in the center of each cross hair.*

10 Follow the manufacturer's recommendations when setting your fabric into the hoop frame. Check that the fabric is secure and correctly positioned in the hoop frame. Since you will be sewing multiple design pieces that combine into one large design, you will not be able to adjust the overall design's position as it is stitched out in the hoop. Therefore, you need to make any adjustments prior to stitching by correctly positioning the fabric in the hoop frame.

11 Once your fabric is in the embroidery hoop frame, carefully ***position the sewing template in the embroidery hoop,*** checking that the center marks of the BuzzEdit® template match the center marks of the sewing areas on your hoop frame. You may need to locate and mark these center marks on your hoop frame manually prior to this step. On some hoop frames, this is marked on a template supplied by the hoop manufacturer. On other hoops frames, such as the Giant Hoop-it-All®, you may need to measure this center location and mark it yourself. **Tape down your template** so that it doesn't shift during the marking of your fabric,**.**

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12 ***Use a fabric marker of your choice and place a dot in the eyelet hole for each design section.*** This is the starting needle position and is used at the sewing machine to do any final fine adjustments.

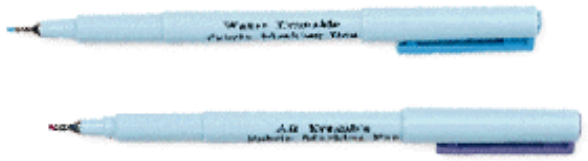


Figure 6-27 *Use an eyelet punch to create holes in the center of each cross hair.*

You may now remove the template from your fabric. If desired, transfer the embroidery file extension (i.e. A, B, C, etc.…) to an area adjacent to the starting location for each section so you can more quickly locate which design goes in each location.

13 Make sure you have a full bobbin loaded in your embroidery machine and a few ***extra full bobbins*** on hand just in case you need them to complete the design. You don't want to be winding bobbins during the middle of this design!



Figure 6-28 *Have extra bobbins ready.*

14 Be sure to ***use plenty of stabilizer*** as oversized designs may pull the fabric more than smaller designs. For Giant Hoop-it-All® frames, the stabilizer is not secured in the hoop frame but rather placed loose under the embroidery hoop. This can sometimes cause the stabilizer to catch on the edge of the Giant Hoop-it-All® extension table, which will affect the stitching of your design. To avoid this problem make sure that your stabilizer is cut just large enough to cover the entire bottom of the Giant hoop. You want the stabilizer to cover the entire sewing area but not get in the way of the embroidery arms movement or table edges. You might also try taping the bottom edges of the stabilizer just out of the way of the embroidery field area and the embroidery arm. It is important that you be entirely out of the sewing

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area so that your needle will not puncture the tape adhesive and jam your needle. If your stabilizer catches on the edges of your extension table, your embroidery will not stitch correctly.

NOTE If you are using the Giant Hoop-it-All® or another multi-hoop that uses a sliding mount mechanism, be sure to screw down the slider securely! If you do not, there is nothing to prevent the hoop from sliding out of position. Sometimes the hoop can slide to a location where the embroidery machine will sew onto the hoop frame! This will certainly ruin your design and may cause serious damage to your machine, to your hoop or even to yourself!

15 Using your printed summary as a work list (**Figure 6-29**), load the embroidery designs you are using onto your machine. Please refer to your embroidery software owner's manual for specific information on how to do this.

16 Mount your embroidery hoop on the first position as shown on the template and your printed work list. If your hoop has a sliding mount, you can slide the hoop to fine-tune the vertical position. You want your needle down position (the starting center needle position of your design) to match the center hoop mark on your fabric. If you need to adjust the needle position horizontally, use the embroidery machine controls to fine-tune this position.

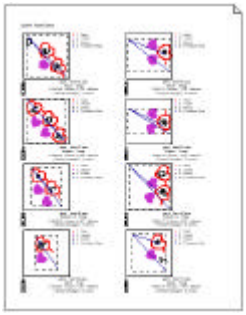


Figure 6-29 *Use your printed summary as your work list.*

In addition, when you attach the hoop to your machine, notice if your hoop has any horizontal play. If it does, be sure to attach the hoop to your machine the same way each time to reduce design placement inaccuracies. When we mount our Giant Hoop-it-All® to our embroidery machine, we always push the hoop frame toward the embroidery arm at the same time that we tighten the mounting screws. If needed for correct design placement, the hoop frame can be pulled away from the embroidery arm. The amount of play in the mounting bracket can give you up to one millimeter of adjustment. Just beware that you do not pull the front and push the back part of the hoop, or you could tilt your design slightly out of alignment.

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Figure 6-30 *The Giant Hoop-it-All® is being sewn in the first position.*

The hoop bracket is moved and the hoop frame rotated as needed to sew the various design segments.

Here is the complete design after all twelve design segments have been sewn.

17 Before you stitch each segment of your design, use the test button on your embroidery machine to ensure that your hoop moves correctly in all directions and that the embroidery machine needle clears all edges of the hoop frame.

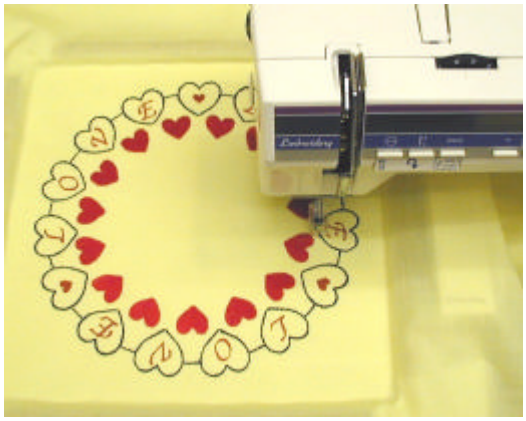


Figure 6-31 *The Giant Hoop-it-All® design is finally finished and the design sections line up perfectly!*

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Appendix A - **Shortcut Keys**

The following shortcut keys provide fast access to commonly used commands and digitizing options.

General

To Do This	Shortcut
Help	F1
What's This (Context Sensitive Help)	Shift + F1
New Design	Ctrl + N
Open Design	Ctrl + O
Insert Design	Ctrl + I
Save Design	Ctrl + S
Print Summary	Ctrl + P
Exit	Alt + F4

Editing

To Do This	Shortcut
Undo	Ctrl + Z
Redo	Ctrl + Y

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To Do This	Shortcut
Cut	Ctrl + X
Copy	Ctrl + C
Paste	Ctrl + V
Delete	Delete
Select All	Ctrl + A
Select None	Escape
Select Next Lassoed	Ctrl + L
Select Previous Lassoed	Shift + L
Insert Section Break	Ctrl + Enter
Change to Jump Stitch	Ctrl + Shift + J
Change to Normal Stitch	Ctrl + Shift + S

Digitizing

To Do This	Shortcut
Create Rounded Node (Custom Shape and Open Path Tools)	Right Click
Create Straight Node (Custom Shape and Open Path Tools)	Left Click
Remove Node (Custom Shape, Open Path and Column Tools)	Backspace
Create Symmetrical Shape (Ellipse and Rectangle Tools)	Ctrl while dragging shape
Change Objects Properties (Edit Object Tool)	Right click center of object
Change Node Type (Edit Object Tool)	Right click existing node

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To Do This	Shortcut
Add New Node (Edit Object Tool)	Right click path away from existing node

Space & Time

To Do This	Shortcut
Go to start of design	Home
Go to end of design	End
Select next color	Tab
Select previous colors	Shift + Tab
Select from stitch cursor to beginning of design	Shift + Home
Select from stitch cursor to end of the design	Shift + End
Add next stitch to the end of the current selection	Shift + Right Arrow
Remove last selected stitch from current selection	Shift + Left Arrow
Add previous stitch to beginning of selection	Ctrl + Left Arrow
Remove first selected stitch from the current selection	Ctrl + Right Arrow
Insert section break	Ctrl + Enter
Cancel mouse action [applies to space tools and drag / drop in Time]	ESC while dragging
Restrict Space Move tool to horizontal	Shift while dragging
Restrict Space Move tool to vertical	Ctrl while dragging

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Appendix B - **Additional Information**

Command Reference

The BuzzEdit® online help provides extensive information about the BuzzEdit® workspace and includes a detailed command reference. You can access the BuzzEdit® online help by choosing **Help > Contents**.

In addition to the subject based help, BuzzEdit® includes context sensitive help.



Click on **What's This** button (or **Help > What's This?**) and then on any other part of the BuzzEdit® screen or menus for specific help on that command or area of the screen.

Supported Formats and Hoops

BuzzEdit® version 2.0 supports numerous file formats and embroidery hoops. We do not list the file types and hoops in the manual or the online help because this information frequently changes as new formats and hoops are added with program updates.

Embroidery Formats

To find out what embroidery formats can be opened by the version of BuzzEdit® you have installed, choose the **File > Open** command and click on the *Files of Type* drop down list. To find out what embroidery formats can be saved, choose the **File > Save As** command and click on the *Files of Type* drop down list.

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Embroidery Hoops

To find out what embroidery hoops are supported be sure you are currently editing the desired embroidery format and then choose **View > Hoop Properties**. Available hoops are listed in the scroll box.

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Appendix C - Common Multi-Hoops

Multiple-position hoops (or multi-hoops) are made by many sewing machine manufacturers and by other companies such as the Hoop-it-All® Corporation, which makes the Giant Hoop-it-All® line. Since two multiple-position hoop types are more common than other types, they are more thoroughly discussed in this appendix. In addition, some information is included about the custom multi-hoops that may be defined in BuzzEdit®.

Three Position Hoops

Several embroidery manufacturers make a three-position multi-hoop. As with other special hoops, the hoop is mounted onto the machine in one of several available positions, and the first design area is stitched (**Figure C-1**).

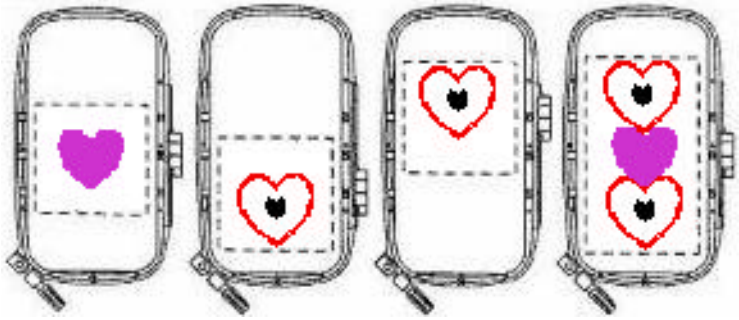


Figure C-1 *Sewing may be done in any of three available positions.*

After the first portion of the design has been sewn, the three-position multi-hoop is positioned in one of the other positions. Depending on the machine, this may be done by either sliding the hoop to the new position while the hoop remains mounted on the machine, or by removing the

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hoop from the machine and re-mounting the hoop in the next position. The fabric is not removed from the hoop during this process. By shifting the position of the hoop in the machine and stitching three designs, the entire multi-hoop area may be embroidered. Depending on the requirements of the design, the order that the hoop positions are sewn in may vary. For example, the middle hoop position may be stitched before either the bottom or top hoop positions.

NOTE The PES (version 2.5 or greater) file format supports the three-position multiple hoops. This new PES version can save all of the design sections in one file for use with one of the standard three-position multiple hoops. If you are creating a Giant design out of PES files, BuzzEdit® will save a manager file to keep track of information required for these hoops.

Giant Multiple-Position Hoops

Giant Hoop-it-All® and Giant-L Hoop-it-All®

Hoop-it-All®, Inc. manufactures a unique type of multiple-position hoop frame called the Giant Hoop-it-All®. Each different machine type needs its own type of Giant Hoop-it-All® frame. Giant Hoop-it-All® frames are currently available for several home embroidery machines, and Hoop-it-All®, Inc. plans to support additional machines in the near future.

Hoop-it-All® embroidery frames hold the fabric in place by using an adhesive stabilizer that is first applied to the hoop. The Giant Hoop-it-All® differs from the other multi-hoops in that the hoop frame may be rotated and mounted onto the embroidery machine on more than one side.

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Hoop-it-All®, Inc. has created two varieties of the Giant Hoop-it-All®. The standard Giant Hoop-it-All® frame can be rotated for mounting on all four sides, creating a very large embroidery area that is created by sewing out multiple design files (**Figure C-2**).



Figure C-2 *The Giant Hoop-it-All® is being sewn in the first position.*



The hoop bracket is moved and the hoop frame rotated as needed to sew the various design segments.



Here is the complete design after all twelve design segments have been sewn.

For most machines, the Giant Hoop-it-All® has an area in the center that can only be reached by removing the fabric and re-hooping by hand.

The standard Giant Hoop-it-All® can only work on those embroidery machines where the embroidery arm is on the right (the same side of the embroidery machine). If the embroidery arm on your machine is on the left side, the width of this embroidery frame would hit the machine body!

Hoop-it-All® has also created the Giant-L Hoop-it-All® for use on embroidery machines where the embroidery arm is located on the left. This is typically found on a sewing / embroidery combination machine. The Giant-L Hoop-it-All® can sew on either side of the frame, but is smaller than the Giant Hoop-it-All® due to the location of the embroidery arm.

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Both the Giant Hoop-it-All® and the Giant-L Hoop-it-All® embroidery frames have a sliding mounting bracket that can be removed and placed on any of the frame's mounting rails (**Figure C-3**). The hoop bracket can slide up and down to any position. Once in place, the bracket can be locked in place to allow the hoop to move to any location supported by the frame.

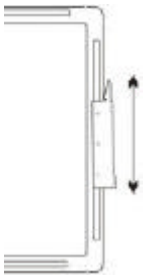


Figure C-3 *Mounting bracket slides to any position.*

When you create a design in BuzzEdit® for use on one of the Giant Hoop-it-All® frames, you can place design sections into a number of set hoop sections. Each side of the hoop is divided into four overlapping embroidery areas. The offset for the embroidery areas is predetermined in BuzzEdit® and cannot be changed in this version. However, since these embroidery areas have significant overlap, you will be able to access all areas of the embroidery frame.

For more information on Hoop-it-All® products, please visit the manufacturers website at www.hoopitall.com.

NOTE Some multi-hoops do not allow you to sew the entire design area. For example, on both the Viking and the Pfaff machines, the Giant Hoop-it-All® will hit the foot of the sewing machine along the edges of the Giant Hoop-it-All® frame. Pfaff's own three-position multi-hoop will also jam the needle on the edges. BuzzEdit® displays smaller hoop borders in these cases and prevents you from placing stitches in the forbidden areas. Thus, you are better protected from jamming your needle, which can damage both your design and your machine.

BuzzEdit® Custom Multi-Hoops

You can define your own grid of hoops (use **View > Hoop Properties**) so that you can lay out multiple designs onto an oversized design area. When you define a multi-hoop grid in this manner, you must re-hoop your fabric by hand.

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Glossary

This glossary contains both terms that are specific to BuzzEdit® and others that are general embroidery terms.

Anchor Points

Anchor points are used to define the shape of an object and they can be places anywhere along the objects path. The greater number of anchor points, the finer control you have over the shape of the object.

Bean Stitch

A bean stitch is a series of stitches that goes from one point to another. It is similar to a running stitch except that a bean stitch goes forward two stitches, back one stitch, and forward two. The result is a triple sewn stitch that is made in a single pass.

Density

Density refers to how tightly packed are the alternating lines of stitches in a fill. In BuzzEdit®, you specify density by entering the distance in millimeters between adjacent lines.

Design Area

The design area is a rectangle in BuzzEdit® within which you can place stitches. For single-hoop designs, the design area is the same as the hoop rectangle. For multiple-hoop designs, the design area covers the area of several hoops. The design area is normally the intersection of all of the hoop rectangles. In some cases, the design area may exclude a portion of a hoop rectangle. This usually occurs if the hoop frame does not allow the sewing machine to cover the entire area of the hoop rectangle. You will see this, for example, in the Pfaff multi-hoop and the HUS Giant Hoop-it-All®.

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End Points
The first and last anchor points on an open path are called endpoints.

Fill Stitch
Fill stitches are series of running stitches formed closely together to form different patterns and stitch directions. Fill stitches are used to cover large design areas.

Ghost Color
Ghost Color is the screen color used to display the stitches of a design that are not part of the current selection. The deselected stitches are only displayed in the ghost color when other stitches of the design are selected. Selected stitches are displayed in their correct colors.

Hoop Frame
The hoop frame is the physical hoop with mounting bracket. It may be a multiple-position hoop and it may mount on more then one side.

Hoop Indicator
The hoop indicator shows where your can place stitches in the Stitches-in-Space window. It is shown in BuzzEdit® in black for a single-hoop design and in red for a multiple-hoop design.

Hoop Section
The hoop section is that part of a multiple-hoop design that sews into a particular hoop position.

Jump Stitch
Jump stitch refers to the movement of the embroidery machine hoop without any needles penetrating the fabric. It is generally used to get from one area of a design to another area.

Multiple-Position Hoop
A multiple-position hoop is a large hoop is mounted can be mounted to an embroidery arm in any number of positions in order to reach different areas of the fabric.

Path
A path is any line or shape that you draw using the digitizing tools. Paths can be open like a line or closed like a circle. All open paths have end paths, all closed paths have a continues line without any end points.

Primary Mouse Button
The primary mouse button is the mouse button you have set up to perform normal selection and dragging. You generally click this button using your index finger. If you are right handed, this is usually set to the left

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mouse button. If you are left handed, this is usually set to the right mouse button.

Pull Compensation
When embroidery is sewn onto fabric, an area of the embroidery may shrink slightly in the direction of the stitch angle as a result of the threads pull on the fabric. This can leave gaps between sewing areas. Pull compensation slightly increases the sewing area opposite the stitch angle in order to correct this problem.

Run of Stitches
A run of stitches is a consecutive group of stitches.

Running Stitch
A running stitch is a series of stitches that goes from one point to another. A running stitch is often used for outlines, fine details or understitching.

Satin Stitch
A satin stitch is made up of zigzag stitches that are sewn very close together. A satin stitch can range in thickness from just over 1mm to usually a maximum of 12mm. A satin stitch is normally used for nice detail, thicker outlines and for most normal size lettering.

Stitch
A stitch is one needle penetration and the thread laid down to get to the next needle penetration.

Stitch Angle
The stitch angle is the angle of the stitches in an area.

Stitch Count
Stitch count is the number of stitches in a design or in a selection.

Stitch Cursor
The stitch cursor is the last needle point of a selection. This is also the insertion point when adding new stitches or when pasting stitches into the design.

Stitch Density
Stitch density refers to the number of stitches per inch. The higher the stitch density chosen, the more stitches will be used within that defined area.

Stitch Direction
Stitch direction refers to the angle of the stitches in relationship to the top of the design.

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Stitch Length

Stitch length is the length of the stitch from one needle penetration to the next.

Understitching

Understitching is used under the regular stitching in a design. The stitches are placed to provide stability to the fabric and to create different effects.

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